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SCREENSHOTS TAKEN FROM VARIOUS COMPUTER FORMATS

JAMES BOND 007
IN
THE LIVING DAYLIGHTS
THE COMPUTER GAME

TIMOTHY DALTON
JAMES BOND 007
THE LIVING DAYLIGHTS

COMMODORE 64

COMMODORE 64

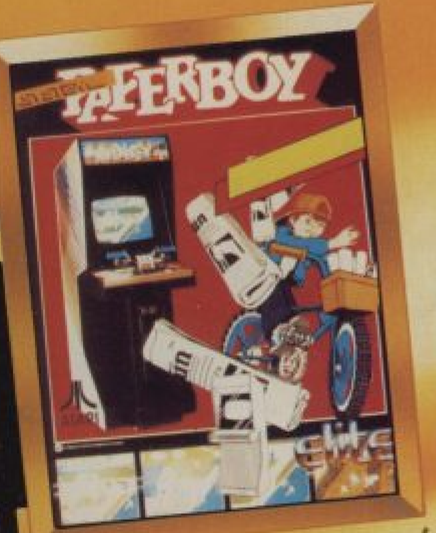
Escape From
Singe's Castle

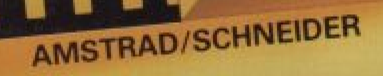
DRAGON'S LAIR

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ENDURO RACER FEATURES NEW CBM64 VERSION DEVELOPED IN THE USA

ENDURO RACER
Well done Activision! At last someone's come up with a very realistic arcade conversion. The graphics are amazing. I've seen nothing else that compares with its graphic realism or playability. CRASH

PAPERBOY
Game of the Year 1987. More than a year in the U.K. Chart! (Source: GALLUP)

THE LIVING DAYLIGHTS
The officially licensed version of the hit James Bond movie.

DRAGON'S LAIR
The sensation from 1986 that spent 3 weeks at No. 1!

GHOSTS 'N' GOBLINS
*I love Ghosts 'n' Goblins, it's brilliant. I've played it and played it and completed it and completed it, and I **still** play it. Ghosts 'n' Goblins is a brilliant translation of the arcade game, and well worth a tenner.* ZZAP 64 *This game is compelling beyond belief.* CRASH

ESCAPE FROM SINGE'S CASTLE
All in all I'd strongly recommend this – it's playable and extremely compelling. Don't miss it. ZZAP 64 (NOT AVAILABLE ON AMSTRAD DISK.)

6-PAK VOL.3 elite.

GHOSTS'N GOBLINS

PAPERBOY

JAMES BOND 007 THE LIVING DAYLIGHTS THE COMPUTER GAME

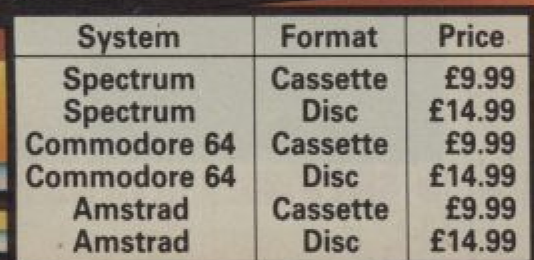
TIMOTHY DALTON

Escape From Singe's Castle

DRAGON'S LAIR

ENDURO RACER

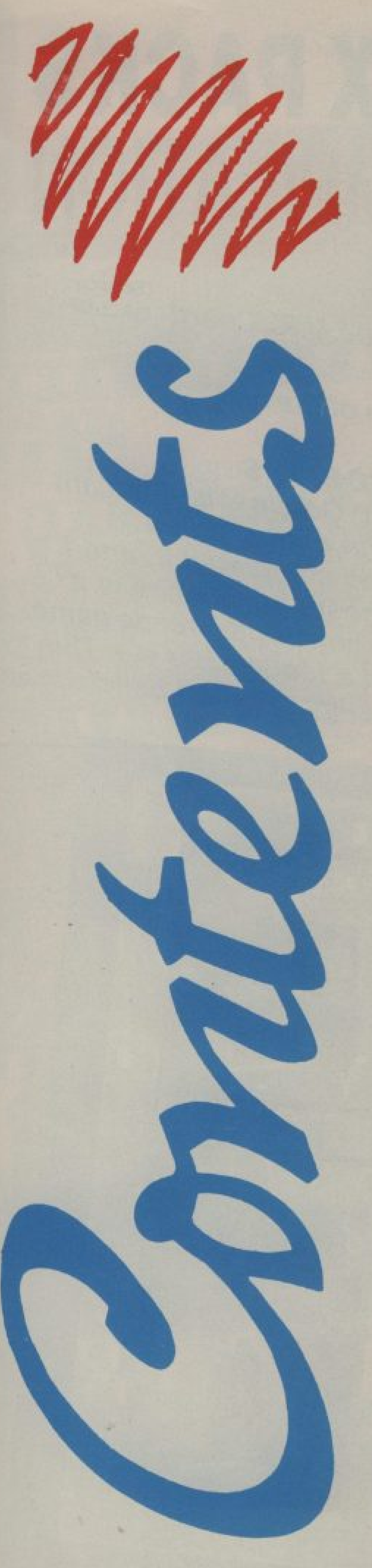
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Spectrum	Disc	£14.99
Commodore 64	Cassette	£9.99
Commodore 64	Disc	£14.99
Amstrad	Cassette	£9.99
Amstrad	Disc	£14.99

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News & Reviews

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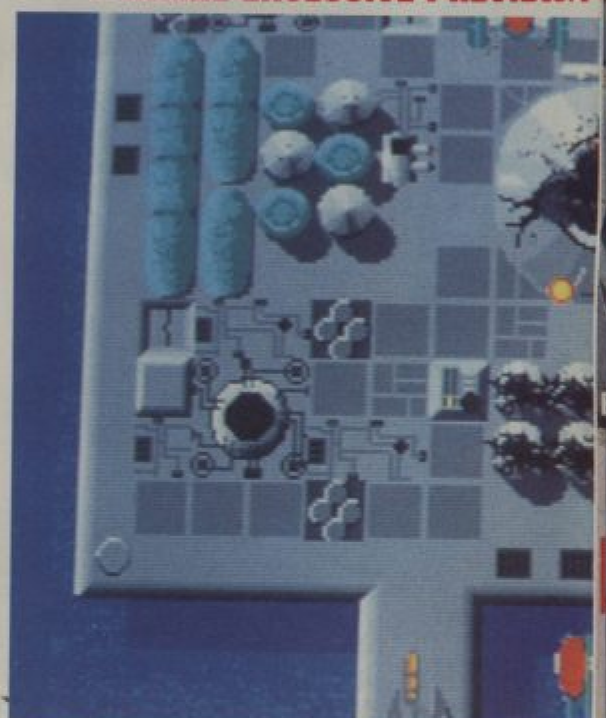
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● WIN A DRAGON/FANTASY ROLE-PLAYI[NG]



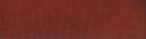
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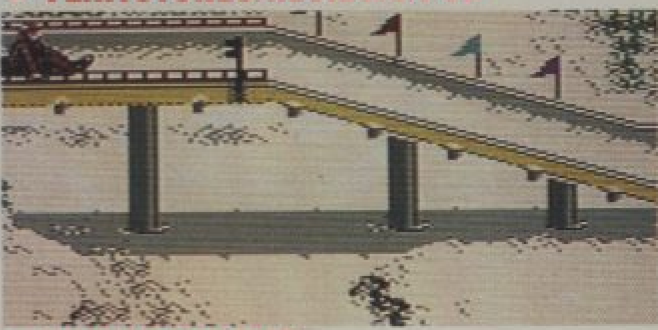
Inside Story

Hey, I bet you feel like you've been hit by a stun gun! Not only have we given you a free C+VG badge this issue but a giant pull out poster. All at no extra cost. And that's not all that will have you reeling this issue. We're up to our necks in slime dripping the blobs in *Alien Syndrome*, the coin-op conversions with some of the nastiest, slimiest, yukiest aliens going. You'll just love it. This game will be a monster. Playmasters also has an exclusive *Frightmare* map and the second part of *Rastan*. Miss it at your peril. And wait until you see the PC Engine, the mean machine that blows the Sega and Ninentendo away. Plus zillions of reviews, previews, news and competitions. And a chance to win a golden dragon. Too good to be true. Never!



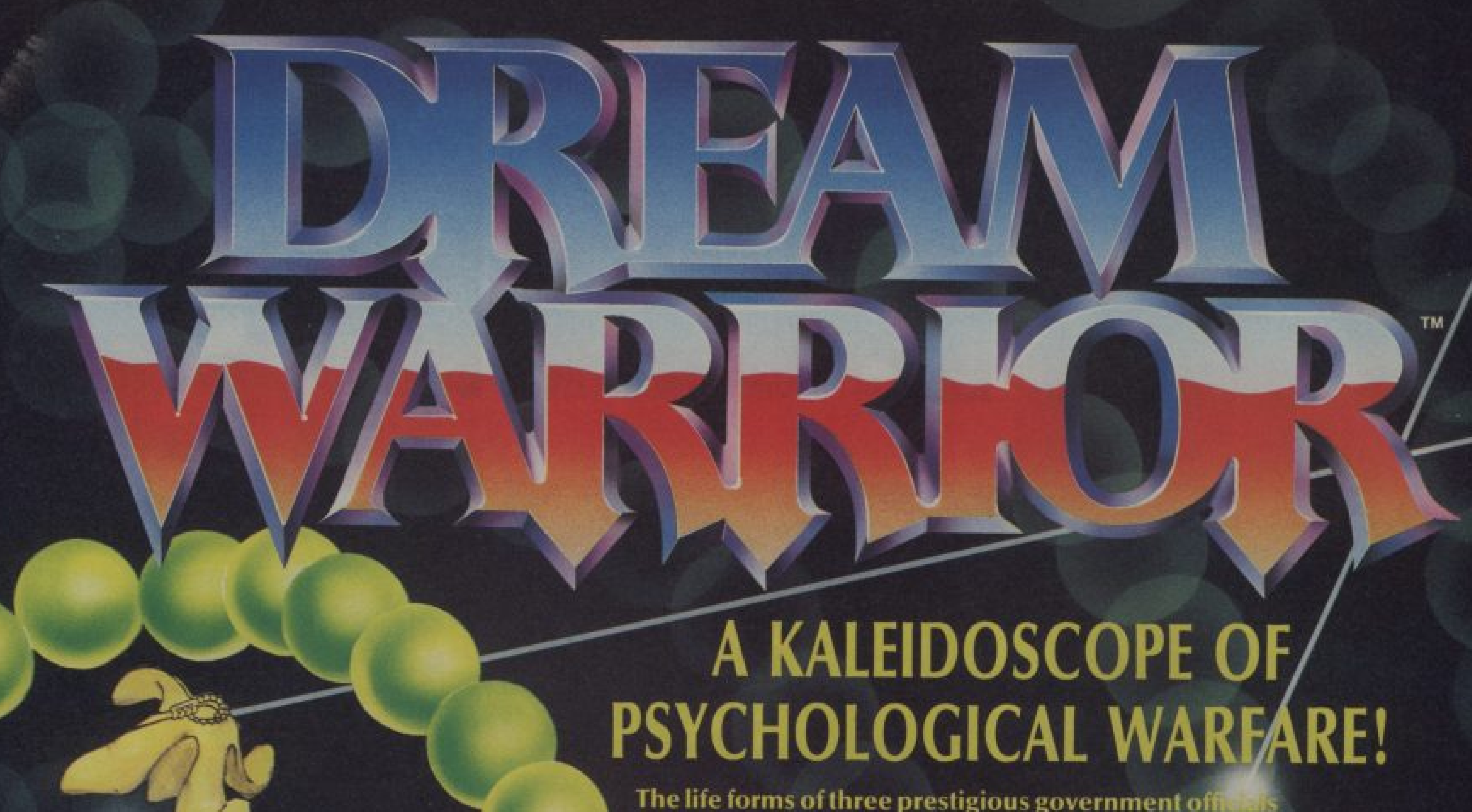
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A KALEIDOSCOPE OF PSYCHOLOGICAL WARFARE!

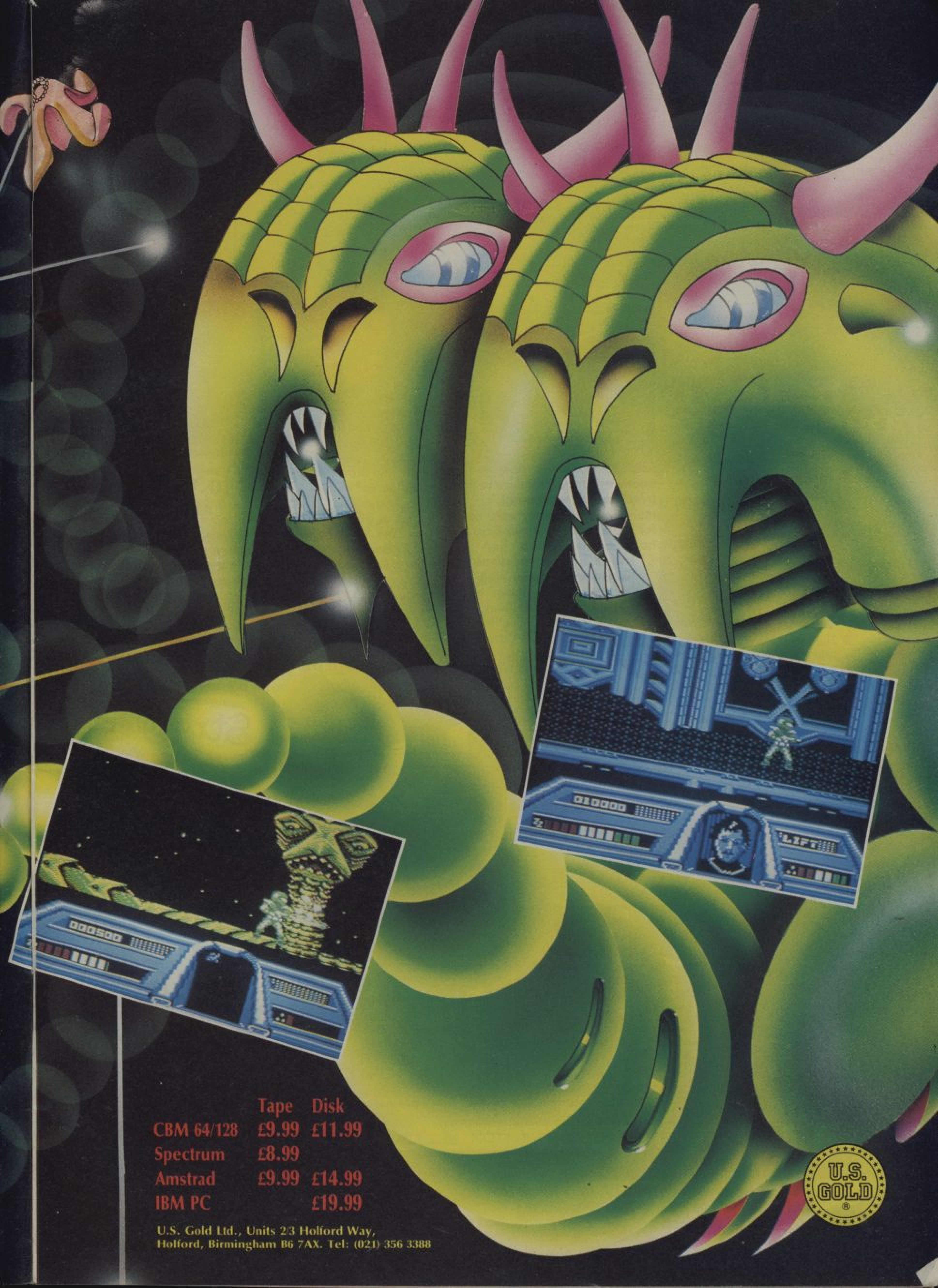
The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans. Overcome the Two Headed Monster, the Demi-Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

Combining strategy and depth of gameplay with fast action, DREAM WARRIOR is beyond your wildest dreams ....

Because your wildest dreams will become a ***NIGHTMARE ....***

Screen shots from CBM 64/128 version.

Dream Warrior
© 1988 Tarann Ltd.



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Rumble!

■ Arcade and 8 bit favourite **Starquake** is available on ST and Amstrad PC on April 21, from Mandarin Software. Travel through over 500 screens to restabilise the planets core for a mere £19.95.

Stone Me.

■ Hewson is releasing Gargoyle's old full price games — **Dun Darach, Marsport** and **Tir Na Nog** — on their budget Rebound label at £1.99 a throw. They should be in the shops now.

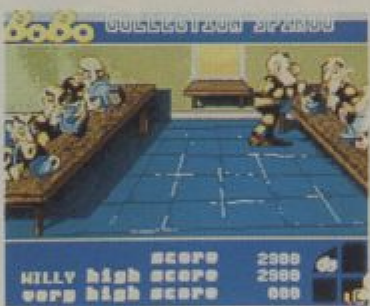
SORRY!

■ Firebird's IO sells for £8.95 and £12.95 on Commodore Cassette and disk not as reported in last month's C+VG.

Sorry and all that.

Hello Bobo

■ The latest from Infogrames is **Stir Crazy,** featuring Bobo, a crazy criminal character making fumbling attempts to escape from prison. In one part of the game he rushes around trying to feed the other inmates, in another he tries to bounce to freedom on a trampoline. there are six different tasks for him to muck up in this ST game, out late April at £19.95, PC version to follow.



▲ *Stir crazy.*

Batmans New flap.

■In case you hadn't noticed, Batman is really back in vogue these days, and The Killing Joke by comics superstars Alan Moore and Brian Bolland looks set to keep him that way. Concentrating on the Joker, the maddest, baddest baddie in the history of the world, it looks set to top the charts forever.

Batman: The Killing Joke by Alan Moore and Brian Bolland, published in Great Britain by Titan Books Ltd. Batman and all related characters, the distinctive likenesses thereof and all related indicia are trademarks of DC Comics, Inc, New York. Copyright © Comics Inc. Used with permission.


▼ *Joker's Revenge?*




▲ *Max Headroom.*

Max Fax.

■ The original Max Headroom TV film has been glossily remade as six fifty minute television episodes, available on video in April. Gasp as ace reporter Edison Carter comes across adverts that make you explode! Shudder as he drives his bike into the infamous "Maximum Headroom" sign! Gulp as you realise it isn't as good as the original!

Struggles

■ **Power Struggle** is a one player game of super power rivalry, where as either the United States or the Soviet Union, you must try to gain political, economic and military influence in as many countries as possible.

Already available on CBM64, it is now out on Atari ST at £14.99, with IBM PC and Amiga to follow, from PSS.

Cheap Trills

■Three new cheapies from Hewson at £2.99 a throw are **Battle Valley,** an anti terrorist shoot-'em-up for the Spectrum, **Subterranea,** a mini-**Oids** for the C64 and **Ocean Conqueror,** a submarine battle simulator for the Amstrad.

Vampires Delight

■ Not sure how it plays as yet, but **Vampires Empire** from Magic Bytes features some of the most appealing animation and slurpiest sound effects in many a month. Dr Van Helsing, a senile old vampire hunter, must scamper 'round Count Dracula's lair, searching for the "divine light that will destroy him. 16 bit versions are out on 23 March with 8 bit to follow mid April. ST/Amiga £19.99 disk, Spectrum £8.99 cassette, C64 and Amiga £9.99 cassette, slightly more on disk.

▲ *Search for divine light.*

▲ *Shock for Helsing.*


▲ *Vampire's Empire.*

Behind the Mask

Gremlin's follow up to last year's MASK game is **Venom Strikes Back,** due for multi-format release on March 28. This time around, Matt Tracker must rescue his kidnapped son, and to do so he must steal a moonrocket!

Spectrum £7.99, C64/Amstrad £9.99 (cass), £14.99 (disk).

▼ *VENOM'S return.*



DUNGEON DATE

SSI and US Gold have got together to bring out a couple of games for the Amiga based on Advanced Dungeons and Dragons.

Release won't be until September. US Gold will be producing a more action orientated game, while SSI are putting together something more faithful to fantasy role playing.



▲ *Minotaur from AD+D.*



▲ *AD+D loading screen.*

Phony Fun.

Alongside hororscopes and problem lines you can now play role-playing games by phone, courtesy of Computer Dial (see ad in this ish). Apparently this is rather like playing Play-by Mail, except you give them a bell to get your turn. We haven't tried it yet, but we're promised whizzo sound effects. Ask whoever pays your phone bill first though, or you could be in for a thick ear when it plops onto the mat!

The Axeman Cometh

Barbarian II: The Dungeon of Drax will be released by Palace within the next few weeks. This time instead of battling against humans, you fight monsters. The game will again feature the curvy charms of Page 3 girl Maria Whitaker.

▼ *Barbarian II.*



For kicks

Possibly the best football simulation ever released for your home computer is Commodore's *International Soccer,* previously available only on a plug in cartridge. Now CRL has released it for the 64 on normal cassette or disc at a cheap (ish) £9.95, and despite its relative age, as far as sports sims go, it's still the one to beat.

Running against Time

The Race Against Time is on – to raise millions of pounds to fight hunger, poverty and disease and to turn YOU into a TV star. Intrigued?

Sport Aid 88's global campaign to raise money through sponsored events is now underway and will culminate in a worldwide charity race on the 11th of September.

▼ *Sports Aid runners.*



In the meantime there will be literally thousands of fund raising events taking place.

And Codemasters are producing a special Race Against Time computer game on Spectrum, Amstrad and Commodore 64. All the profits and royalties will go to Sports Aid 88.

The game will be seen for the first time on the ITV Saturday morning programme Get Fresh on May 7th. And we want you to be on that show.

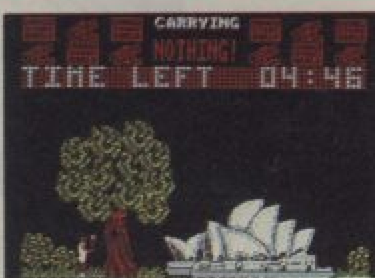


▲ *Race Against Time game India . . .*

Here's how you can join the fame game. Send us your top score on your favourite arcade adventure game. And get your mum or dad to witness it. The four best scores will be invited onto the Get Fresh Show for a play off.

After the Race Against Time computer game has been launched, we want you to tell us how far you have progressed in the game.

Send the printed coupon NOT to the normal C+VG address but to the following: Race Against Time C+VG High Score Competition, Lynne Franks PR, 6-10 Frederick Close, Stanhope Place, London W2 2HD. And we're sorry but the competition is only open to those 14 and unders.



▲ *. . . Australia.*

RACE AGAINST TIME HIGH SCORE.

NAME AGE.........................

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GAME.........................

HIGH SCORE.........................

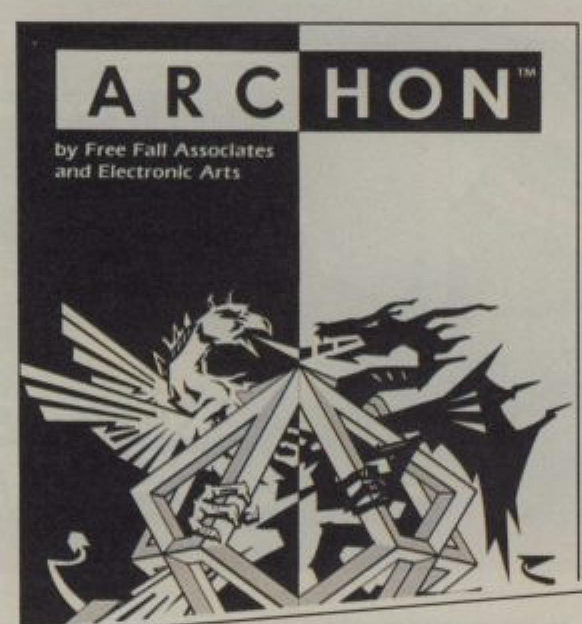
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TELEPHONE NUMBER.........................

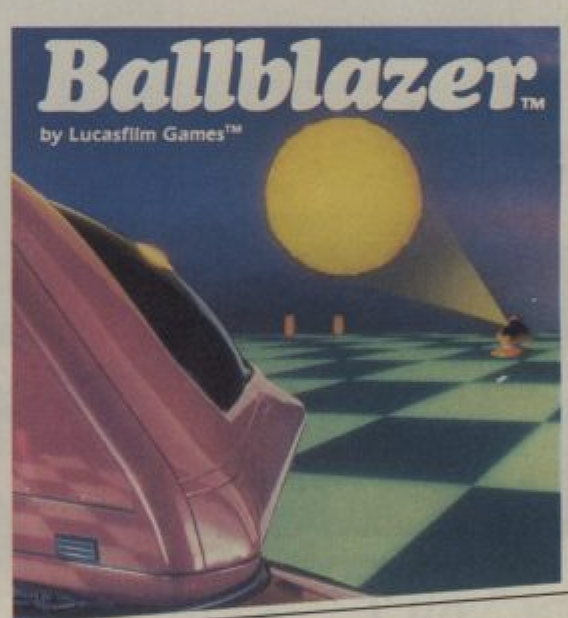
Remember time is short. Send your score in as soon as possible. And don't forget to buy the game when it's in the shops.



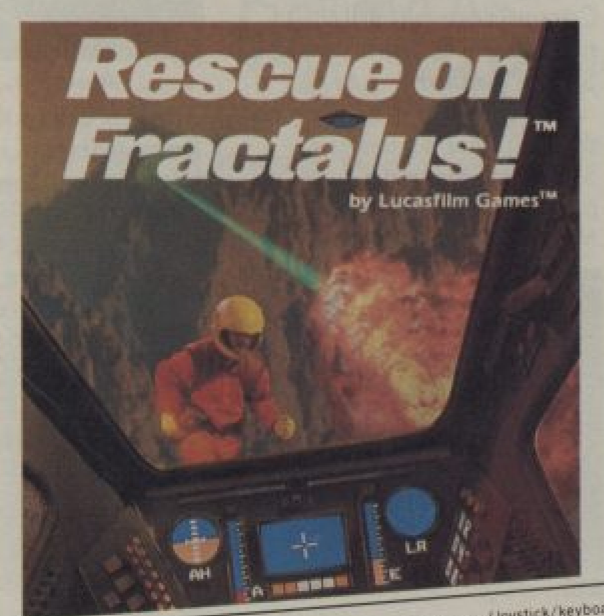
THE LATEST AND



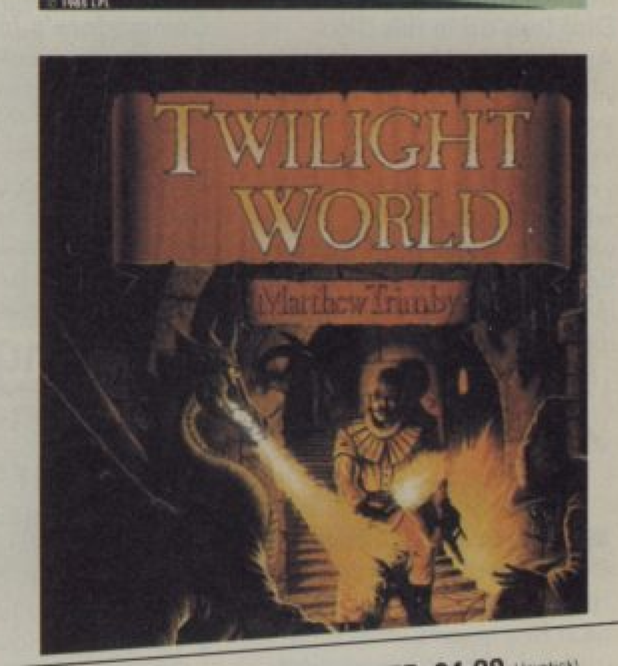
ARCHON – ROM – £14.99 (Joystick)
A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



BALLBLAZER – ROM – £14.99 (Joystick)
Can you shoot the Plasmorb through the moving goalbeams while piloting your Rotofoil? For one or two players.



RESCUE ON FRACTALUS – ROM – £14.99 (Joystick/keyboard optional)
You have to rescue your friends from Fractalus – but the evil Jaggi aren't going to make it easy.



TWILIGHT WORLD. CASSETTE. £4.99 (Joystick)
Battle your way through eleven dungeons and devils, with anti-matter pods and lasers.



Atari have always had the greatest arcade games in the galaxy, now they're adding even more winners to the collection. From the high speed skills of handling a W.W.1 biplane, to the brain-aching Archon battle of wits. Whether you're landing the punches with Fight Night or using the awesome power of Thunderfox to blast the enemy, Atari give you the best combination of graphics speed and skill this side of Alpha Centauri.

ALL GAMES SHOWN ARE COMPATIBLE WITH: ATARI XE GAMES SYSTEM, ATARI

D THE GREATEST.

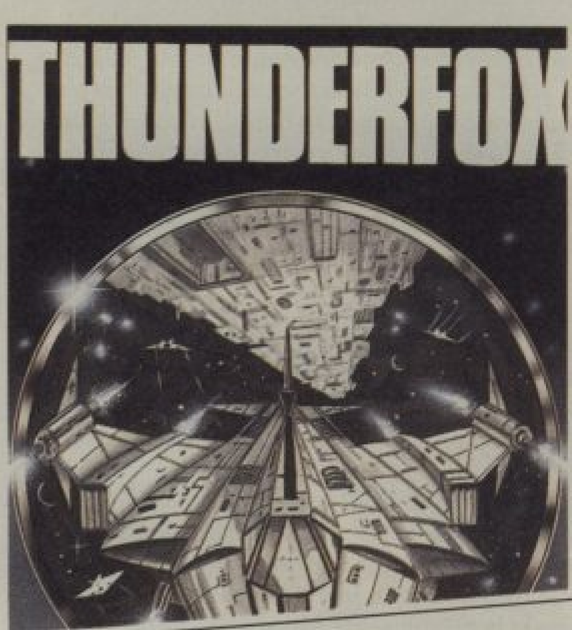


BLUE MAX – ROM – £14.99 (Joystick)
The thrills of W.W.1 dogfighting and bombing raids.





FIGHT NIGHT – ROM – £14.99 (Joystick/disc drive optional)
Construct and train your own boxing champ then guide him to the championship. One or two players.



THUNDERFOX CASSETTE. £4.99 (Joystick)
The Zylosian war machine is complete. Can you beat the horrendous odds in your Thunderfox?



COMPILATION CASSETTE. £4.99 (Joystick/keyboard)
Five arcade favourites on one cassette! Centipede; Star Raiders; Missile Command; Tennis; Typo Attack.

Then there is Atari's compilation cassette of all time favourites, which at only £4.99, makes it, you guessed it, the best value on Earth!

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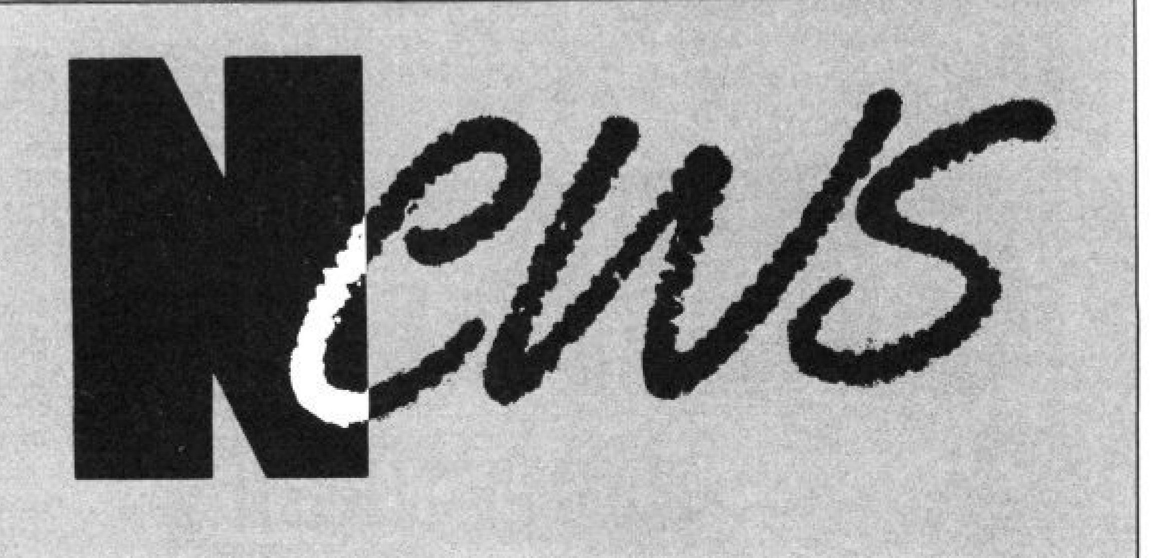
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Funky Gibbons

• "For the man who has everything". Illustrated by Dave Gibbons, this story has everything – pathos, passion, anger, all wrapped up in the humour of how to celebrate Superman's birthday. A landmark – perhaps the most mature portrayal of Superman ever.

Slime Time

Swamp Thing and Luther Arkwright are hot news on the comics front again. Philip Morton reports.

Swamp Thing saga continues ... With a new volume every couple of months, Titan Books' ambitious reprinting of the complete Alan Moore *Swamp Thing* stories has reached volume four.

This particular one is my favourite so far, mainly because of the sheer variety of story and art it offers. From the whimsical "Pog" (a tribute to the late Walt Kelly and his syndicated comic strip Pogo), via the almost erotic '*Rite of Spring*' to the just-plain-horrorfying'NukefacePapers', it is, as you've probably guessed if you've stuck with me



▼ *Swamp Thing . . .*

through this sentence this far, highly recommended. Nice introduction by Neil Gaiman, too.(Titan Books, £6.50).

The return of Luther Arkwright – for real, this time... "Is the world finally ready for Luther Arkwright?" I asked, rather foolishly last October. The world may have been, but this time Arkwright himself wasn't ready. The promised volume two of Bryan Talbot's *Adventures of Luther Arkwright* didn't materialise.

In fact, the delay in publication has probably helped drum up a larger readership for the new book, as – meanwhile – four issues of the beautifully packaged comic-book serialising the first volume have appeared.

And now that book two is with us, I have to say it's been worth the wait. Inside the bizarre and beautiful cover you'll find the now obligatory introduction by Alan Moore, exquisitely detailed rendering (the world's first pebble-dashed comic-book?), the most intense death/rebirth sequence I've seen (and at my age I've seen a few) and an excruciting cliff-hanger ending.

▼ *. . . the saga continues.*



It's obvious from the sheer intensity (that word again!) of the book that Bryan Talbot had been itching to tell this story since he completed volume one in 1982. What makes the wait worthwhile is that not only has the comic-reading public caught up with him, but so has his own technique. The last couple of years spent churning out *Nemesis* episodes for *2000AD* seem to have sharpened both his drawing and his drawing and his storytelling. "Mature readers" (see C+VG, March 88) should seek out a copy. (Valkyrie Press, £4.95)

*More on Moebius...*Lest you think I'm going to go completely over the top in praising products this month, let me introduce a slight note of dissent in discussing the fifth volume of *Moebius: the collected fantasies of Jean Giraud*.

Not that it's not delightfully put together, a fine adornment to any bookshelf, etc, etc. Nor is Giraud's technique in question. But I'm no longer convinced, as I was when the first two books in this six-volume edition appeared, that now is the time for Moebius to take the world by storm. And why?

I suppose it all comes down to this: in his ideals, in the childlike innocence of some of his characters, and in the sheer ... er ... cosmicity of his stories, he comes across as no more than a glorified – and sometimes self-glorified – old hippy, and as anyone with an ounce of cool will tell you, the next hippy revival isn't due until 1990 at the earliest.

I'm being churlish, of course. *Moebius 5* is a fine addition to the series, containing as it does the further adventures of Stel and Atan from volume one, and especially now that Titan in the UK are co-publishing with Epic in the US. This arrangement brings down the price of a copy by about a pound, to £5.95.

In any case, if you've bought the other four, this one is essential!



Screen Street

The Ring Worlds are coming, devouring everything in their path, sucking planets dry, bleeding their resources...and our solar system is in their path. You must find these Ring Worlds and destroy them. This is the plot of Cascade's *Ring Wars*. You have the entire solar system to explore to track these Worlds down. And time is running out. *Ring Wars* will be out on all major formats.

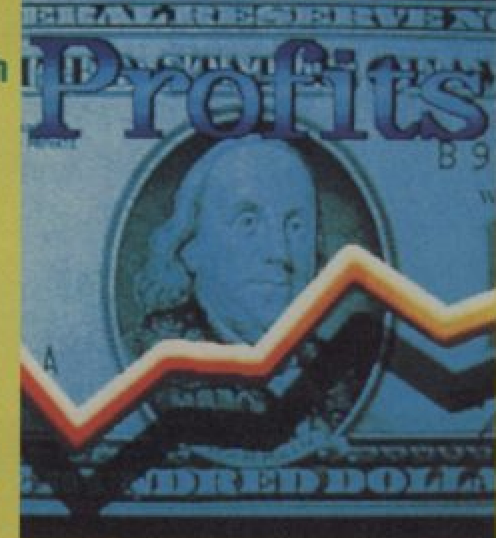




Electronic Arts realeases *Deluxe Productions*, its video production and business package for the Amiga this month - selling for £149.

It uses 16-colour, high-resolution graphics (704-444 pixels) with a wide variety of editing techniques and special effects to create compelling presentations.

The program allows users to string together a series of high-resolution images, including a background and five objects, in a 'slideshow' format manipulating each image with the built-in paint tools, and over 40 fades and wipes. Meanwhile, check out EA's Deluxe Paint.







SEX! Right, that's got your attention, hasn't it? And step forward Anco for another exercise in sexploitation of the female form. Yes it's time to take your clothes off with *Strip Poker 2 (Plus)*. The game has 22 colour 16 colour graphics, a choice of two opponents, and speech on the Amiga version. The game will sell for around £14.95.

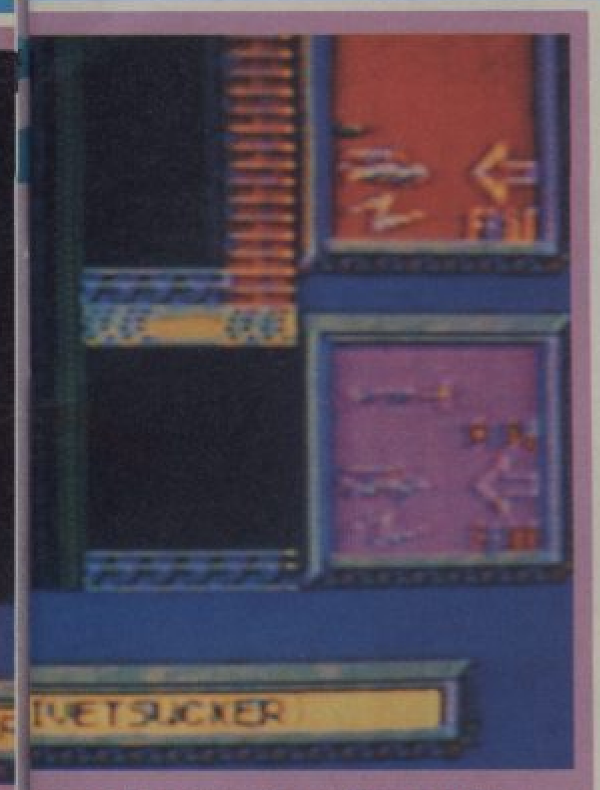




Wargame expert R.T. Smith - the man behind *Vulcan*, winner of a *C+VG* Golden Joystick for the Best Strategy Game - has written his first arcade game. It's called *Cyberknights* and will be released by CRL. The game is for one or two players, features two programs. Using the first program you fight battles against other gladiators in gruesome underground battle arenas. Win and your reward is financial. With this money you can

Foundation's Waste, first release on the new Exocet label, sounds like it has a lot to do with refuse disposal. But no! You play the part of a prisoner of the Federation with a burning desire to escape. You take a spaceship and head for the stars and, on the way, you must try and destroy as much of the planet as possible. You must first fly over the inhabited areas and then into the wastelands where survival is not certain. Extra lives, weapons and shields are available to help you survive.





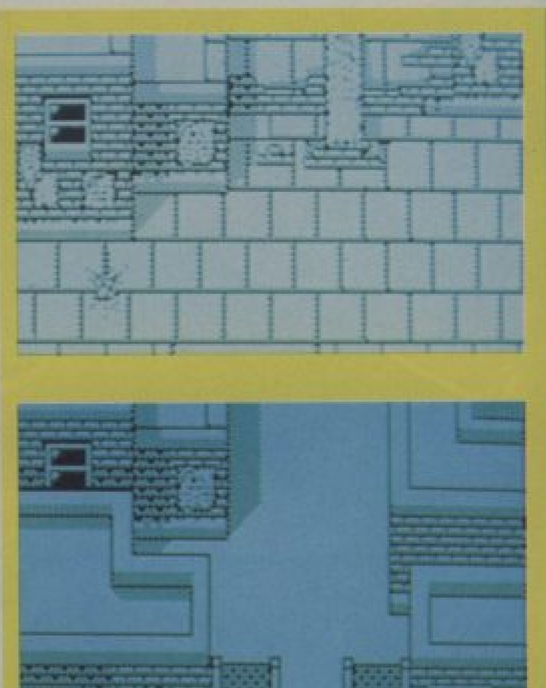
ncrease the power of your Cyberknight or ven the amount of Cyberknights you wish have at your disposal. The second, esign program allows you to create and onstruct your own robots. Using the ombat program, you can pit your warrior gainst either another player's design or gainst computer controlled opposition. *Cyberknights* will be available for the pectrum in April, cassette £7.95, disc 14.95.



Those damn pesky Ninjas are popping up everywhere these days. Now we've got - wait for it - *BMX Ninja* from Alternative Solftware. The game claims to be the 'ultimate BMX contest' where you must use your cycle Ninja to fight skateboarders, BMX riders and Ninja scooters. Moves include bunny hops, wheelies and back flips. *BMX Ninja* should be out in April on Spectrum and Amstrad with the CBM 64 version following in May or June. Bet you can't wait...

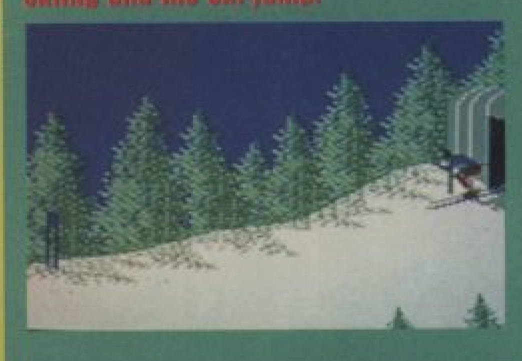


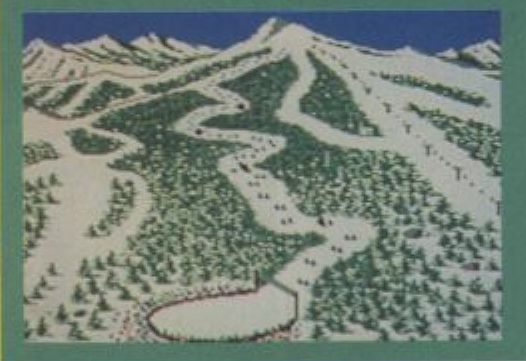




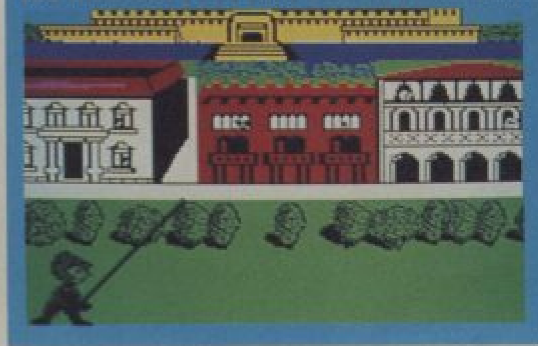
And another skateboarding game hits the street. This times it's Players Software's *Skateboard Contruction System*. The game allows you to creat your own skate park or back alley. SCS will be skidding onto a Spectrum near you soon.

Just in time to miss the Winter Olympics completely comes *The Games - Winter Edition* from US Gold/Epyx. It should be arriving in your shops in May just in time for the first of the summer snow. Anyway you get the chance to take part in seven evants, including, cross-country skiing, speed-skating, ice-dancing,, downhill skiing and the ski-jump.





Alternative World Games should now be available on the Spectrum and Amstrad by the time you read this. This Gremlin game features odd sports set against exotic backgrounds. So get set for welly throwing or greasy pole climbing.






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► MACHINES: CBM 64/SPECTRUM.
► SUPPLIER: FIREBIRD.
► PRICE: £8.95 (CBM64)/£7.95 (SPECTRUM).
► VERSION TESTED: CBM 64.
► REVIEWER: CHRIS JENKINS.

The long wait is over. *Magnetron*, the new title from the Graftgold team of Andrew Braybrook and Steve Turner, is out.

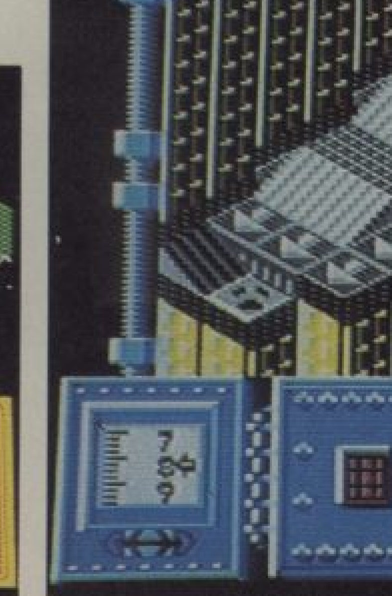
So what's the verdict? Well . . . mixed. The trouble is that while the game is well up to the team's usual high standards of programming, you may find that the scenario is a little too familiar.

Magnetron has a peculiar history. It's a follow-up to Steve Turner's *Quazatron*, which was itself a sequel to Andrew Braybrook's *Paranoid*. You could be forgiven for thinking that it might be time for a fresh new idea.

The game takes place on a series of eight space platforms, each one of which consists of sixteen screens laid out in a four-by-four grid. You control the repair droid KLP-2, bless his little metal socks, whose job is to

▼ Approaching a vital computer console.

▼ Preparing to grapple with a likely droid.



Pacland

► MACHINES: COMMODORE 64 /SPECTRUM/AMSTRAD/MSX..
► SUPPLIER: QUICKSILVA.
► PRICE: £8.95.
► VERSION TESTED: CBM 64.
► REVIEWER: CHRIS JENKINS.

Cue either a chorus of "Aaahhh ..." or "Bleeeurgh!" – the original cute computer hero, *Pacman*, is back, and he's as sickly sweet as ever.

Do you believe a game where your task is to help a lost fairy home to Fairyland? Me neither, but even the most beserk alien-blaster could be persuaded to hang up the laser long enough to give *Pacman* a hand in his latest quest.

Pacland is a conversion of the popular coin-op, and can be thought of as a 3-D version of the original 2-D Pacman game. All the elements are there; the cute yellow Pacman (now blessed with hands, feet and a bouncing hat), the ghosts Blinky, Pinky, Inky and Clyde, the power pills, and the fruit to collect.

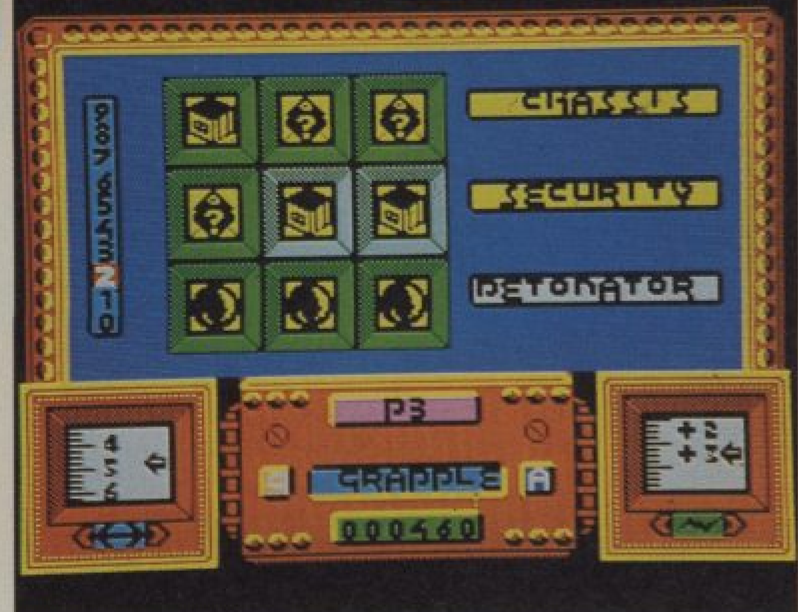
The difference is that this is a horizontally-scrolling game featuring some pretty cruddy backgrounds showing the houses of Pacland, mountains, ravines and deserts. There's so little detail on the backgrounds that the game ends up looking like an infant's school fingerpainting, but perhaps it's aimed at younger players anyway.

The action isn't exactly fast and furious; Pac scuttles along at a choice of two speeds, leaping over obstacles, collecting fruit, and avoiding the ghosts who chase him. Find a pill and you can turn the tables on the

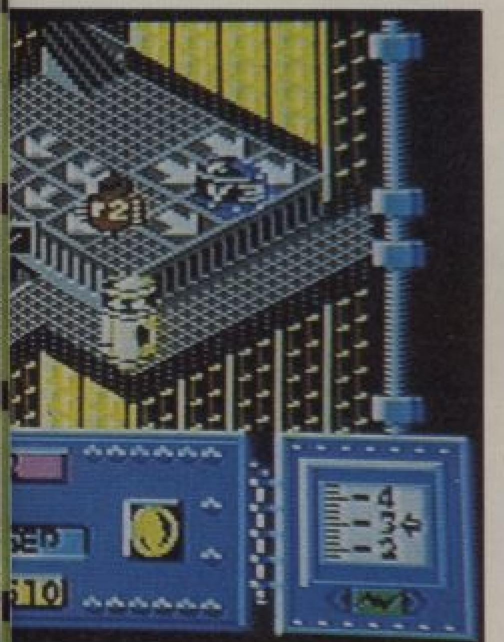
...ron

deactivate the four reactors on each platform and disarm the alien fleet.

The good thing about the game is that there's an immense amount of variation. The main body of *Magnetron* consists of moving around the ramps, causeways, slopes and planes of



Juggle the blocks before you're blown to bits.



droid...

the space platforms, gunning down enemy droids and searching for the reactors. To pep it up, though, there are several sub-plots which involve even more challenging tests of skill and timing.

For instance, you can attempt to upgrade the power and weaponry of your droid by grappling with and taking over another machine. First you should find a computer terminal and log on to obtain information about the level you're on. This will give you the position of the reactors, and the type and strength of the droids. Then choose a likely droid — they're number coded according to power — and centre the joystick, pushing the fire button until the display tell you that you are in "grapple mode". Ram your target, and you'll move into a kind of sliding-block puzzle game which you have to complete against an un-nervingly fast-running timer. Fail, and you'll be blown to bits.

If you grapple a superior droid successfully, you'll obtain more advanced weapons — these include flying frisbees, mortars, boomerangs, and the dreaded bouncing bombs.

Once you've found a reactor, you move into another sub-game in which you must balance the negatively-charged inhibitors and the positively-charged fuel rods in the core. This isn't at all difficult if you can count; the clever bit is that the charges you carry away with you will effect your subsequent movement in the platform's magnetic field — hence the name of the game.

Speeding up a steep ramp carrying a heavy charge proves increasingly difficult. You'll also find positively- and negatively-charged plates in the floor which will push you in unexpected directions — like off the edge of ramps. If you can manage to destroy all the droids and power down all the reactors on one level, the lights go off and you can search for a transporter to take you through to the next.

Magnetron is an enormous challenge and should provide many hours — no, many, MANY hours of involving gameplay. But it must be said that if you have already played *Paradroid* and *Quazatron*, you might find it all a little familiar.

- ► GRAPHICS 7
- ► SOUND 7
- ► PLAYABILITY 9
- ► VALUE 7

▲ *Pacman makes his way through fairyland.*



▲ *Get the fruit and watch out for the elf.*

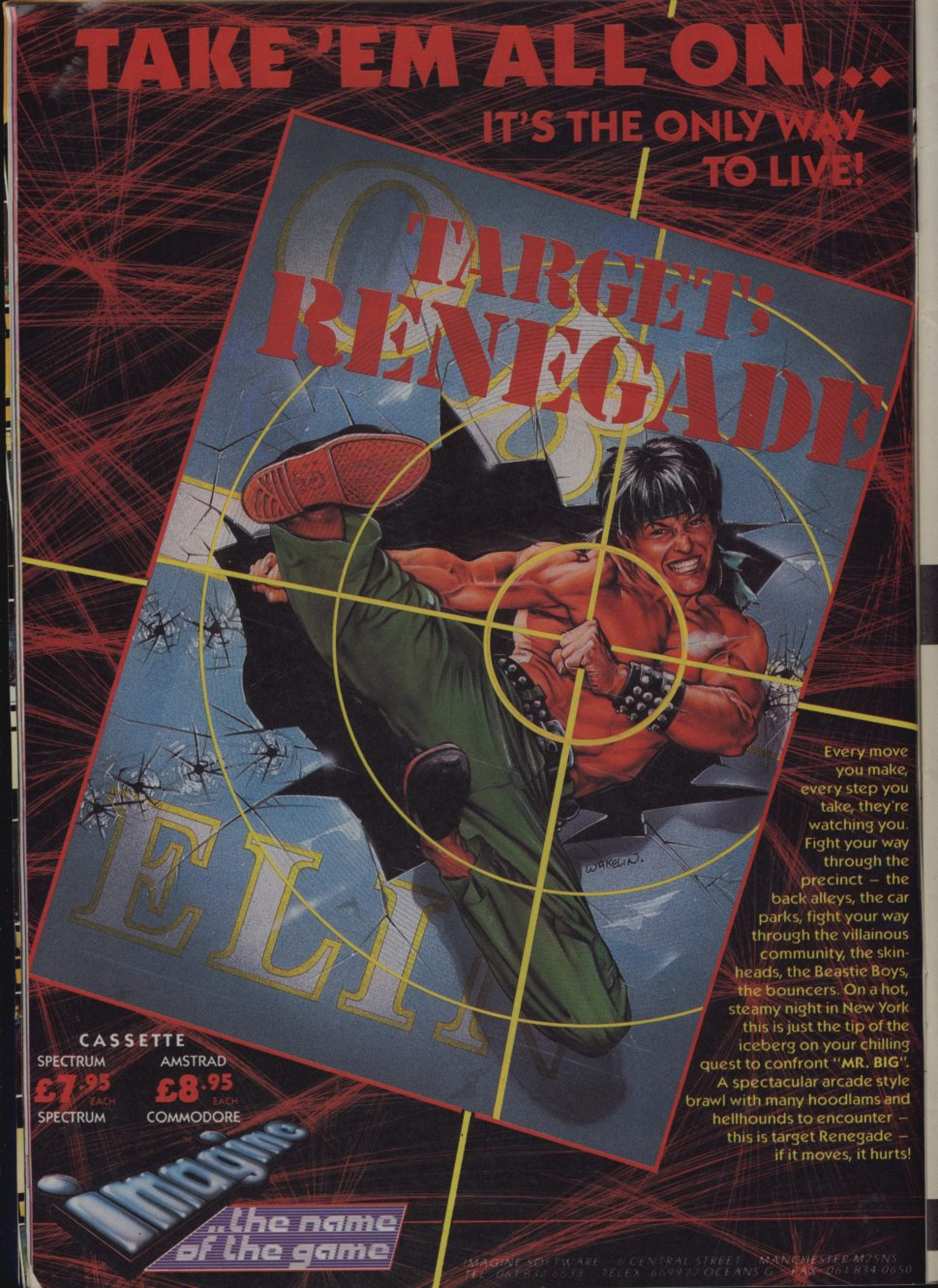
ghosts, catching them yourself and watching their eyes fly off to be reincarnated. Watch out, though, for the ghosts driving cars and bombing you from aeroplanes.

Completing each stage and letting the fairy out for a breather gets you into the bonus level, where you can collect extra fruit for bonus points. At later stages you must negotiate sliding platforms, flying clouds and tumbling logs.

Complete all four levels and you win a pair of magic shoes from the fairy queen (oo-er), and these will speed your journey homeward.

While the music, effects and gameplay are pretty good reproductions of the coin-op original, I found *Pacland* neither challenging nor graphically interesting. You may want it if you were a fan of the coin-op, but otherwise I think it will leave you pretty unmoved.

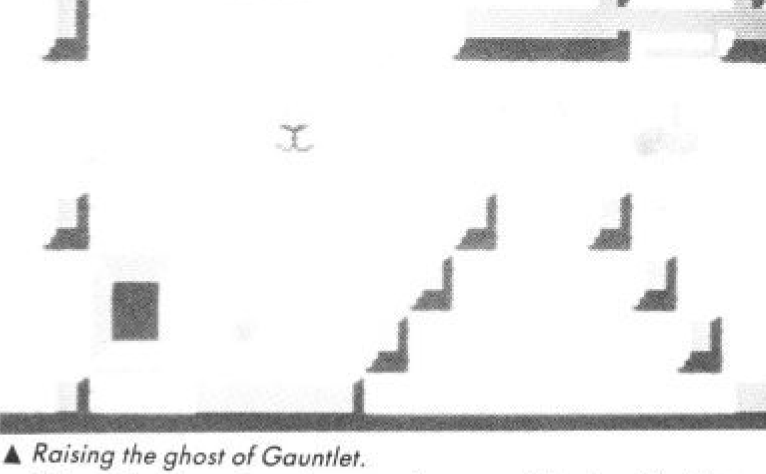
- ► GRAPHICS 6
- ► SOUND 6
- ► PLAYABILITY 6
- ► VALUE 6



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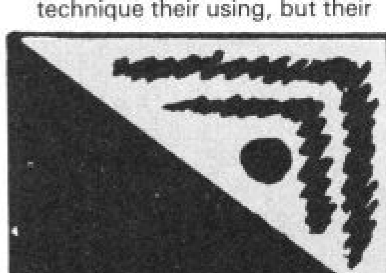
C+VG REVIEWS 3

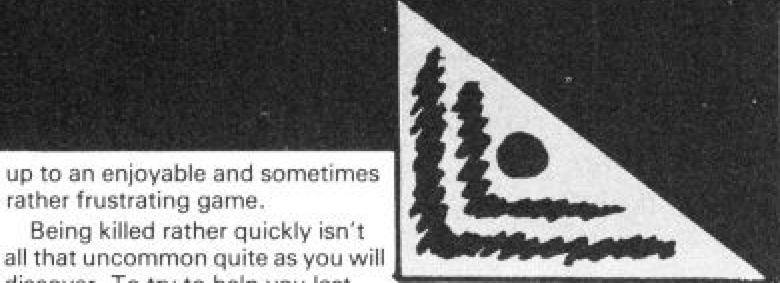
► MACHINE: C64.
► SUPPLIER: ELECTRONIC ARTS.
► PRICE: £9.95 TAPE, £14.95 DISC.
► REVIEWER: IAN MACHIN



▲ *Raising the ghost of Gauntlet.*

Demon Stalkers





Demon Stalkers . . . sounds almost as if it should have been the title to a fantasy/horror movie, but it is instead the newest in a series of *Gauntlet* clones released by Electronic Arts.

Demon Stalker's gameplay is not all that unlike the original Gauntlet and offers the player or players, the same furious and long-lasting playability of play without the bugs.

This version has either you, or you and a partner, battling your way through a 100 level dungeon against the usual cast of monsters, generators, ghosts, uncanny creates and mice *(MICE! Ed)* Oh, my mistake, I mean rats . . . cute little while ones too! All this adds up to an enjoyable and sometimes rather frustrating game.

Being killed rather quickly isn't all that uncommon quite as you will discover. To try to help you last that little bit longer is a selection of food, scrolls, weapons, amulets, magical bells, chests full of additional objects and of course, the essential keys which will all prove to be highly contributory aid to your quest.

The screen is displayed in the usual way with the playing area to the top of the screen, and the players health, score, attributes and items collected towards the bottom.

All of these are boosted when you collect various objects and destroy all monsters.

To enter each level you must progress past the oncoming entities and successfully reach a stairway which will take you to each lower level. The deeper into the dungeon you go, the more difficult the game becomes. Also . . . to travel to the lowest levels you must first give a password. This comes in the form of something called 'Arthur's Magical Cypher'. This is no actual magical procedure, but three small circular pieces of card joined in such a way that when the first word on the outer wheel is lined up with the second word on the inner wheel, the pasword is revealed on the third and innermost wheel . . . as if by magic!

Although it all sounds rather unbelievable and difficult to imagine without actually seeing the disc, but is really a game protection devide to try to prevent all you potential racketeers' out there!

The game itself is highly addictive and extremely fun to play, especially when it's being played by two of you. The graphics and sound effects are of a moderate and above average quality, although the scrolling leaves alot more to be desired. I've never seen a game jerk so much in all my life. I'm not sure what technique their using, but their definitely doing something wrong somewhere.

I am most certainly not trying to delude you, the game is good and that's that! *Demon Stalkers* is one of the very few good clones around, and at least deserves your consideration . . . let alone your money!

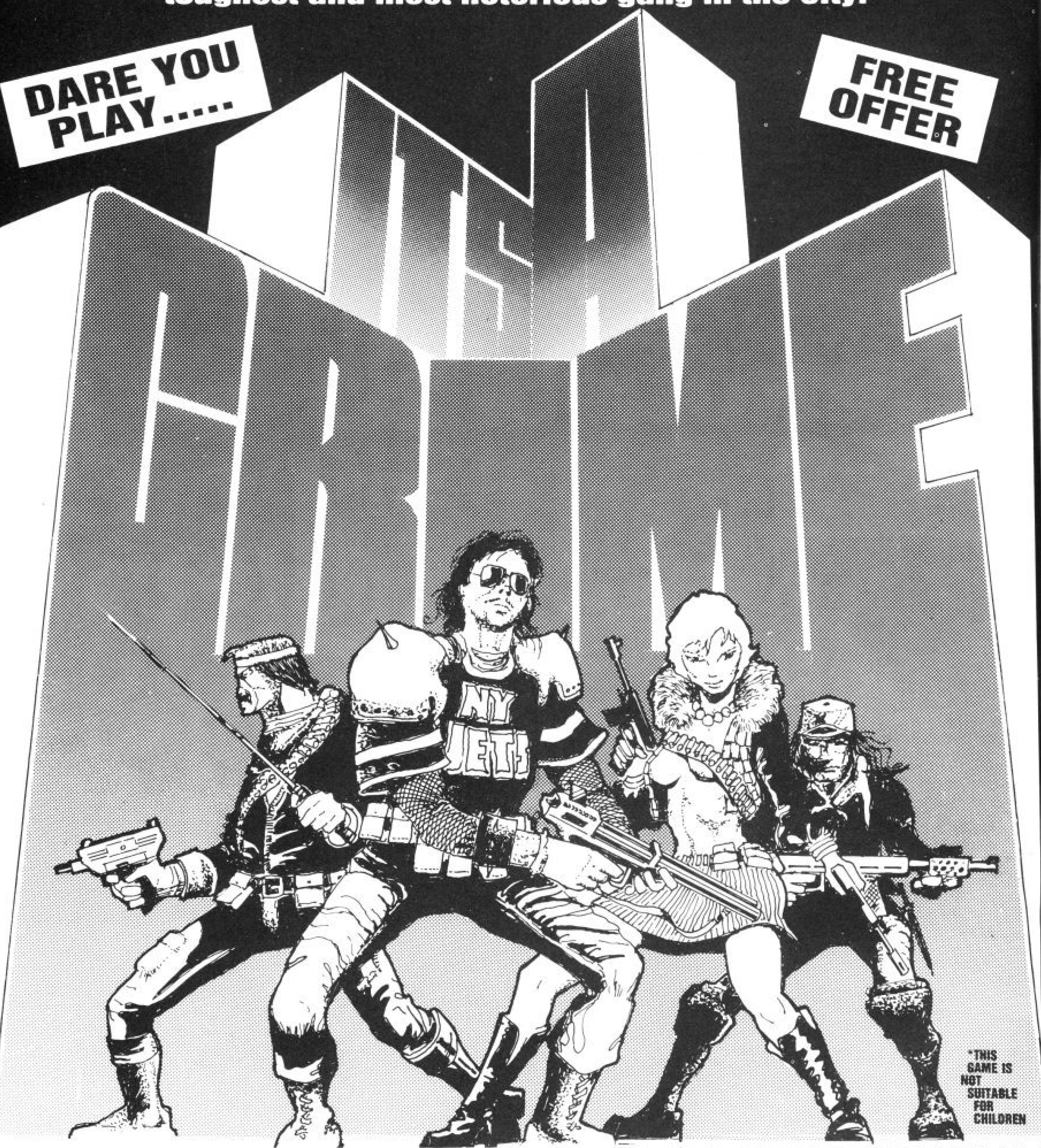
► GRAPHICS	8
► SOUND	8
► PLAYABILITY	8
► VALUE	8



▲ *Feast fit for demons.*

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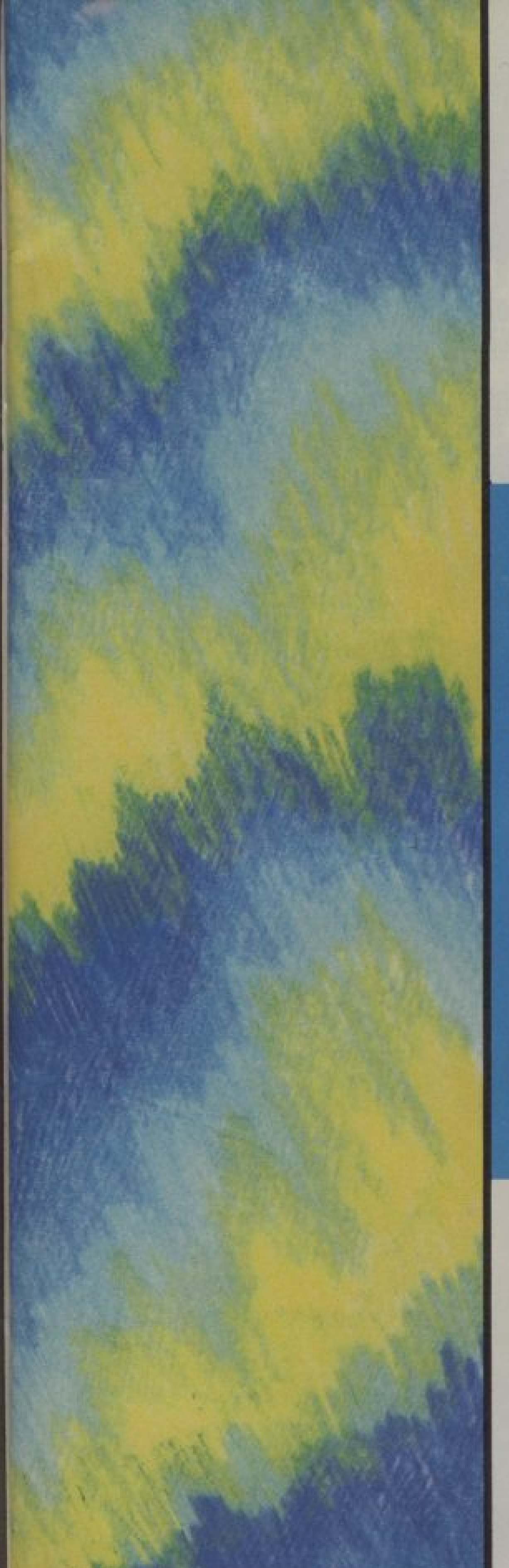
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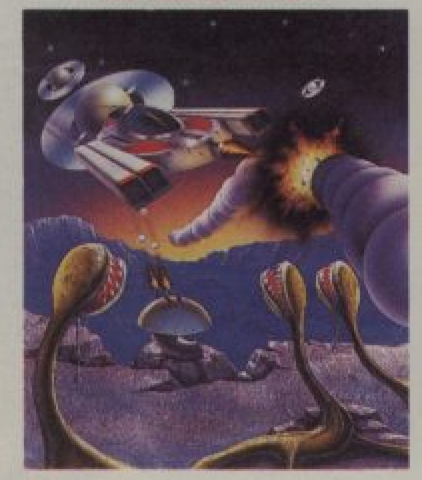
Magnetron (Commodore 64 and Spectrum). Steve Turner's new game. You control an engineering droid called KLP2 on a mission to deactivate reactors powering a deadly weapon. Lot's of hack and attack.

Samurai Warrior (Commodore 64). Meet the funny bunny with deadly martial arts skills. Hare-raising fun!

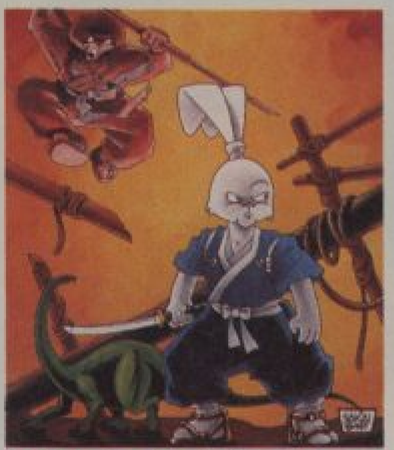
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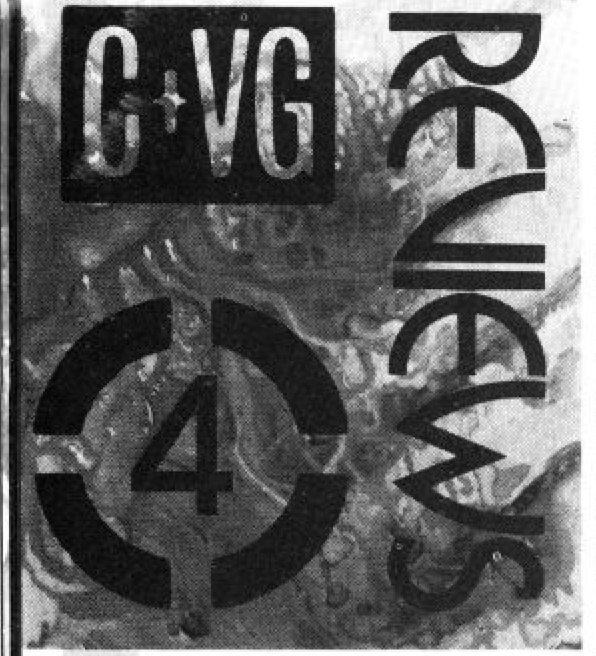
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► MACHINE: SPECTRUM.
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► SUPPLIER: CRL.
► REVIEWER: MATT BIELBY.

Sophistry

Billed as "the board game of the future", *Sophistry* is like nothing so much as a more sophisticated and intellectual variant on that old favourite, *Marble Madness*.

It also has to be said that it is a much slower game too, the idea not being a crash bang chase around the screen, but a steady collection of keys and points, which you can trade for keys. Get enough of these and you'll be able to reach your objective, the 21st level, though what if anything you find there is anybody's guess. Yep, I'm afraid the slow gameplay and monochrome graphics meant that my interest flagged long before the hallowed twenty. That's not to say that yours will though – it just depends upon your taste in games. The advertising blurr isn't so far off, as it does in fact bear more resemblance to something you'd play with a square of cardboard and little plastic counters than anything you'll find down the local arcade.

You play a little sort of, well . . . shape that bounces around the various levels like a frog on lillypads, collecting the keys as they appear, and shooting down transporters and wormholes when you want a change of scene. Plenty of the levels are perfectly straightforward, but there are also some odities; where the lillypads disappear as you go past them, or where you have a time limit to cross the board, for instance. There are also things called seekers that you have to be avoid, and – unlike most frogs – you can't swim, so plopping in the water is definitely not to be recommended.

One of the more off-putting aspects of *Sophistry* is that despite the relative simplicity of most of the bame play, there are actually quite a lot of rules to be learnt. It is like chess in fact if you have someone to teach you who knows it well there should be no problem, but try and learn the blessed thing from the instructions, and you'll be here 'til kingdom come. Quite possibly there are a whole load of tactics waiting to be discovered that will make it a challenge for the best strategy games players amongst us, but then I was never very good at chess either . . .

Let's go into some of the instructions just to give you an idea of what I mean: You can exit any level by the holes indicated on the screen, and also by the direction indicated on the cross like display at top left. However this may change while you are playing a board. If the tracking mode is on you have to land on a target block (indicated by a ring) to release the blocks in your track before you can land on them again. There are various types of seeker, with varying degrees of dangerousness, and it's type determines just when it will appear on the board, and how easy it will be to kill. Confused? You will be . . .

How about this quote: "If you are on a scorelocked board in a scenario such as No return, RATIONS, COUNTDOWN or REPULSION and you thing you may have to use UPPERS to get out of it, it is best to use them as early as possible."

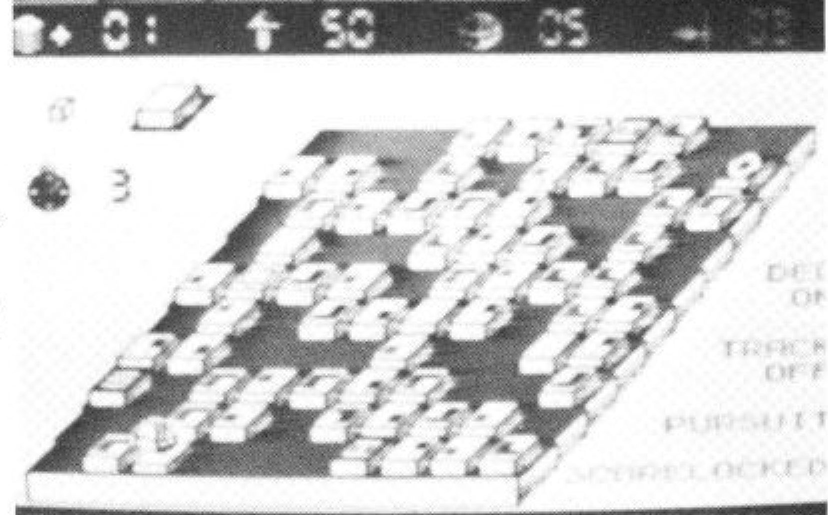
WHAAAT? It is not as if in the context of the game it gets any easier.

I'm afraid what this appears to me to be is a very simple collecting idea with a great number of extra, and not especially logical, rules added to make it more challenging and interesting. It is the complete opposite of a game like *Arkanoid* where the basic gameplay is very playable anyway and all the additional bits and pieces just serve to add spice. Here the original game is really too dull to make it on it's own, and the added extras only serve to complicate and frustrate.

A Ford Granada will never be as good as a Jaguar, no matter how many extras you add.

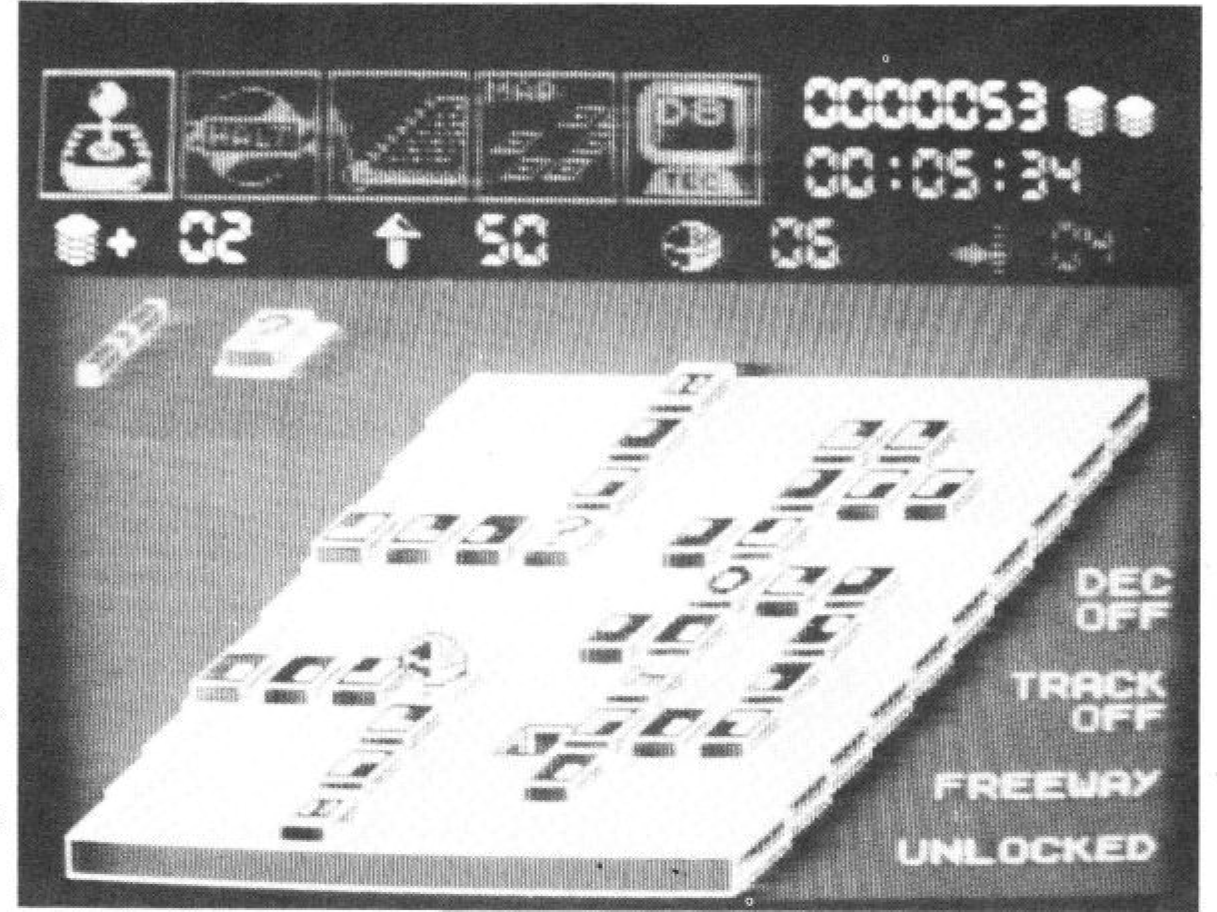
Sophistry isn't a real stinker like plenty of games we see, but nor does it hold enough to make it very good. Write in and tell me I'm wrong if you like, but I don't think many of you will.

► GRAPHICS	6
► SOUND	5
► VALUE	6
► PLAYABILITY	6



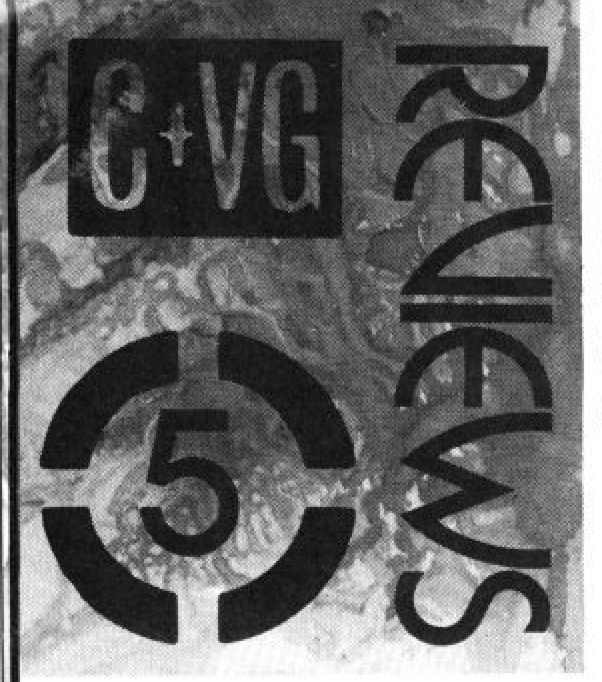
▲ *Whatever you do, don't fall in the drink*

▼ *Rules not logical.*





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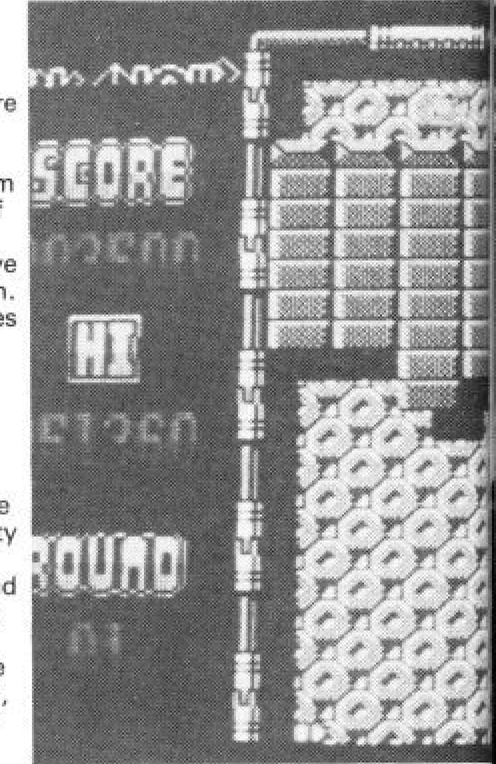
► MACHINES: SPECTRUM/ COMMODORE 64.
► SUPPLIER: IMAGINE..
► PRICES: £8.95/£12.95 (CBM 64)/ £7.95 (SPECTRUM).
► VERSION TESTED: SPECTRUM.
► REVIEWER: CHRIS JENKINS.

What with all this talk of hostile space forces, hastily-scrambled space fighters and fearful energy weapons, you'd think that Imagine was ashamed to present yet another *Breakout* variant. Well, it's nothing to be ashamed of, boys; we all know that original ideas are hard to find, and after all, *Arkanoid* was mucho playable despite its ancient derivation.

Revenge of Doh is exactly what you'd expect from a follow-up; it's tougher, has more gimmicks, and is bigger. But basically it's more of the same old formula; move your bat from left to right along the bottom of the screen, bouncing the ball into rows of bricks until you have cleared each psychedelic screen.

This time the weapon capsules which drop from the shattered bricks come two or three at a time, rather than singly. They also feature a wider range of enhancements to your bat. Apart from expanded size, lasers, glue, and slow ball, there are some nifty new ones; a nasty bat reducer, a doubler which gives you two bats at a time, and a ball multiplier which seems to fill the screen with wildly bouncing spheres. My favourite new weapon is the "ghost bat", a sort of shadow following you along the screen. More useful

▼ *Value for money.*





Gothik

► GAME: GOTHIK.
► MACHINE: SPECTRUM.
► SUPPLIER: FIREBIRD.
► PRICE: £.9.95.

Just when you thought you were safe from *Gauntlet* clones. Ah well, that's software.

Gothic is the usual guff, evil wizard, tyrannical rule, evil minions roaming the castle. You play the hero who must rescue the good wizard — who's rather gone to pieces all over the place.

Finding the Wiz's bits and putting him back together will reurn light and enlightenment to all and sundry.

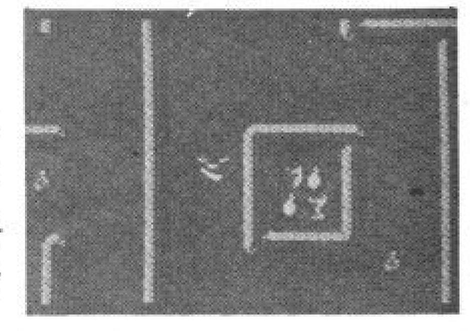
The player takes the part of big butch Olaf or tricky little Olga who has more magic but less brawn.

In the best traditions of these things, you get a plan view of corridors and chambers. There are four movement directions and flick scrolling. There are various objects to be picked up which fall into two main categories: potions and items. The items are food which replenishes life energy, gold can be converted into food, magic strength replenishes your ability to use magic, quivers replenish your arrow stocks and flames replenish your stock of firestorms.

By pressing the "space" bar, you bring up the status screen. This is a neat way of keeping the main action screen clear of all the usual clutter showing you which things you have collected and shows the five ratings affected by the collection of the items I just mentioned. It also shows progress through the game and also allows you to select weapons and magic items.

There are three weapons: arrows, lightning bolts and fireballs. Arrows simply fire in the direction you are facing. Depending on the monster, copping a few of these will soon have it pushing up the daisies. Lightning bolts use a little magic strength and keep bouncing around till they find their targets. Fireballs are impressive. On the status screen, you can vary their strength — the more powerful, the more magic strength they use. The effect when they hit is

▼ *Plenty of ideas.*



oid ... e of Doh

▼ *Not original but fun.*

are the armour-piercing balls which shoot through anything, and the fireball which creates an enormous explosion.

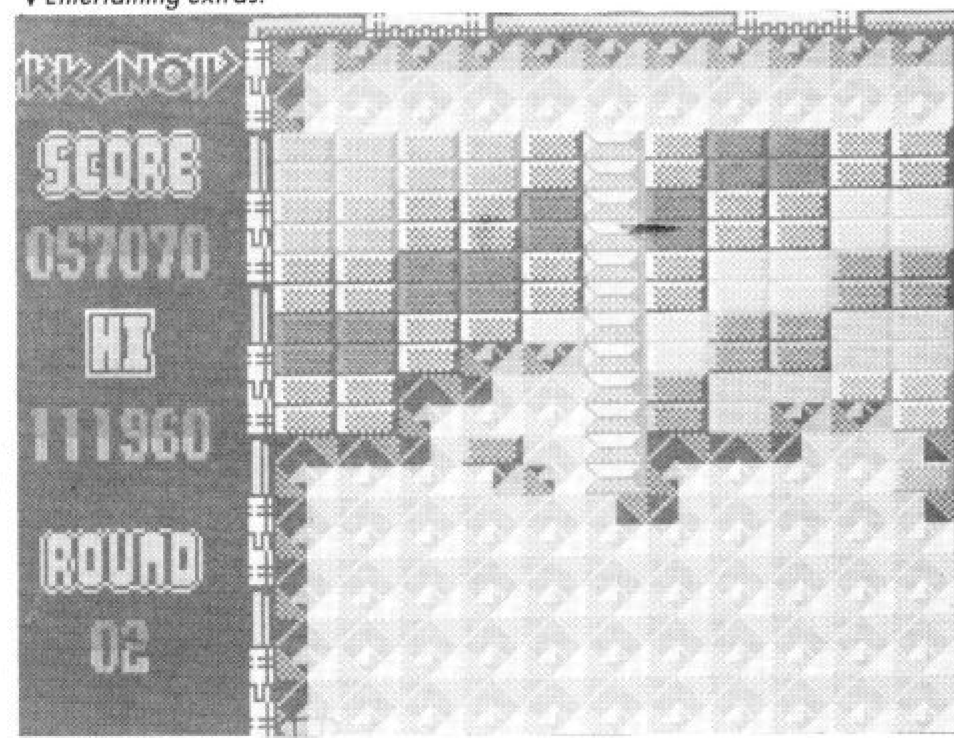
However, to make life more difficult there are new types of bricks to cope with too. The moving ones, which are particularly annoying, are a bit hard to see against some of the backgrounds – but then, so is the ball. Less irritating are the blocks which reappear a few seconds after you zap them. Another gimmick is that while there are 66 screens to play, you can choose to some extent which you encounter.

Once each screen is cleared, you can exit either to the right or the left, so if you fail to cope with any screens you can avoid them on subsequent plays. Inevitably, though, you'll end up fighting the alien on the last level, where there are no capsules to help you.

OK, so *Revenge of Doh* isn't a new high in originality, but it's good fun and offers some entertaining extras. It has to be said, though, that unless you've mastered *Arkanoid,* you may find *Revenge of Doh* a bit strenuous; it's deliberately designed to make you tear your hair out, and will certainly take many hours of concentration to complete.

► GRAPHICS	7
► SOUND	7
► VALUE	9
► PLAYABILITY	9

▼ *Entertaining extras.*



quite dramatic, it can blow out walls and torch bracken.

There are five magic relics which can be picked up. Once picked up, they can be selected and have various strange effects. The ring of invisibility is self explanatory; Chameleon makes the warrior look like an object – fine except that some creatures will try and pick youup.

Doppleganger makes you look like a creature – trouble is some creatures dislike other creatures as much as they dislike you.

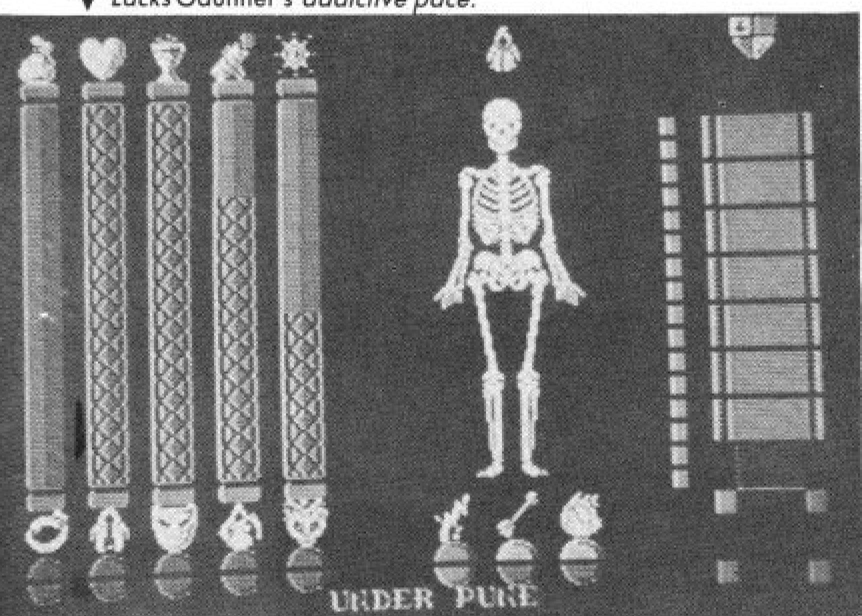
Grim Reaper kills creatures and Medusa's Head makes creatures stop in their tracks.

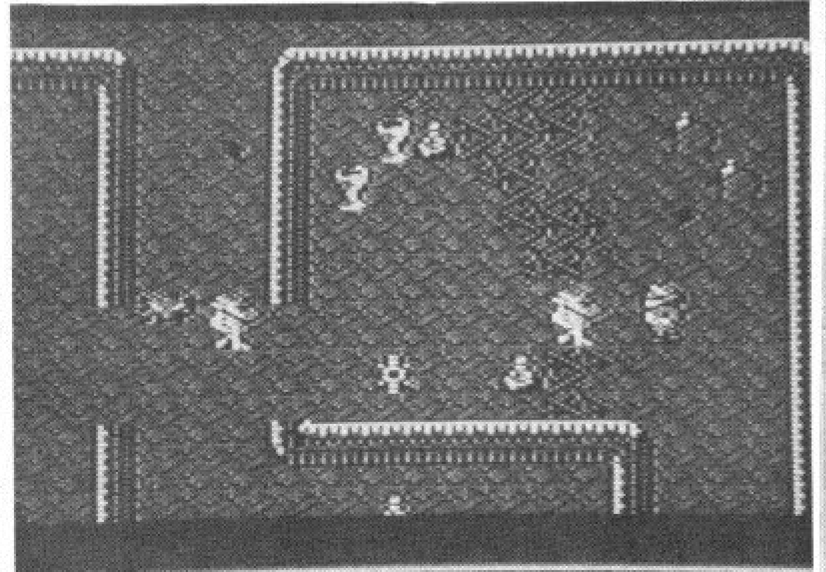
So how does this little lot measure up to *Gauntlet* clones past. To be sure, a lot has been packed in here and there are plenty of good ideas and touches. It lacks the addictive pace of *Gauntlet,* there's no feeling of racing the clock.

If you've already got *Dandy, Druid* or *Gauntlet* you should probably give this a miss.

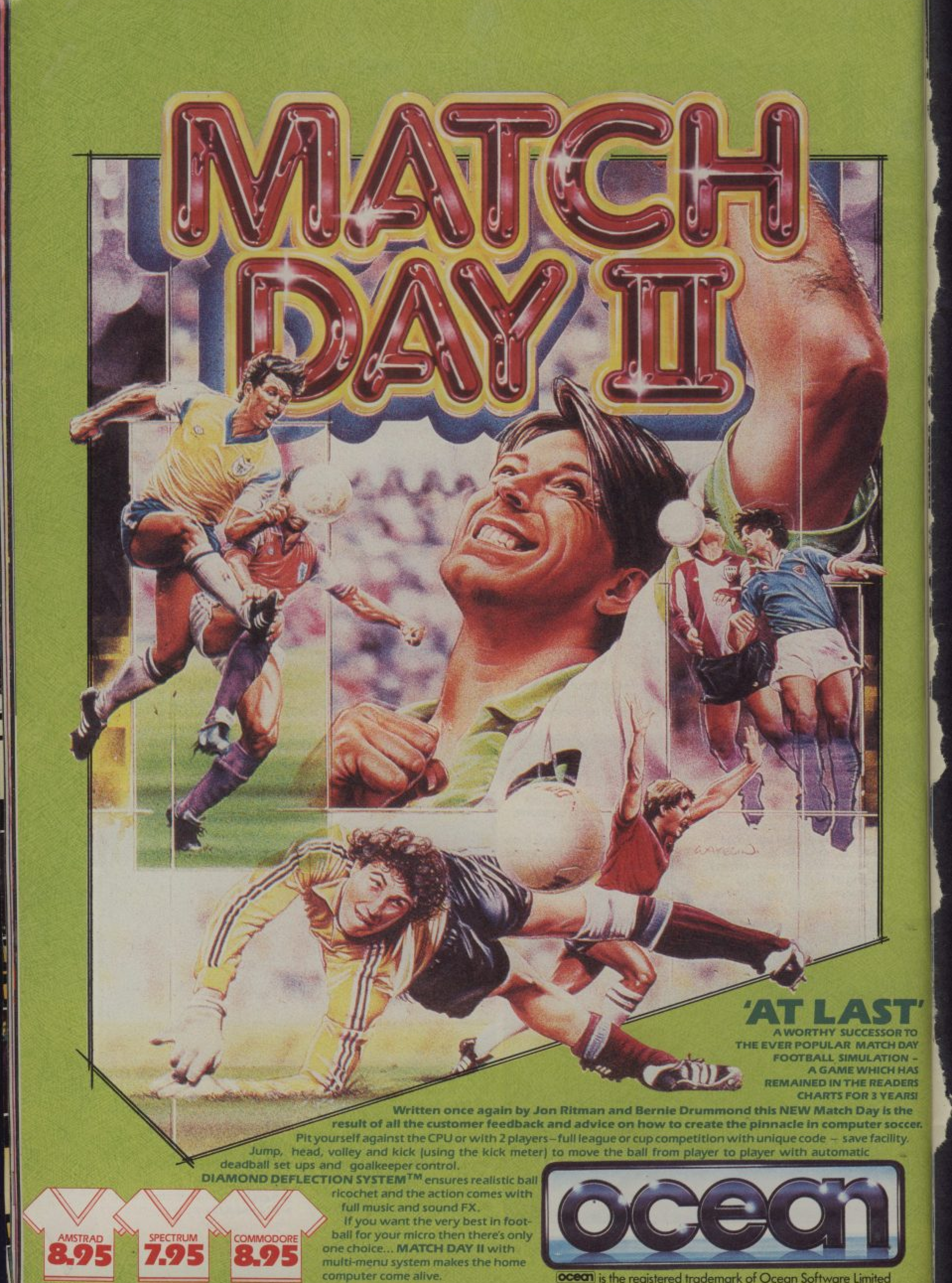
► GRAPHICS	8
► SOUND	7
► VALUE	6
► PLAYABILITY	7

▼ *Lacks* Gauntlet's *addictive pace.*





▲ *Worth checking out.*


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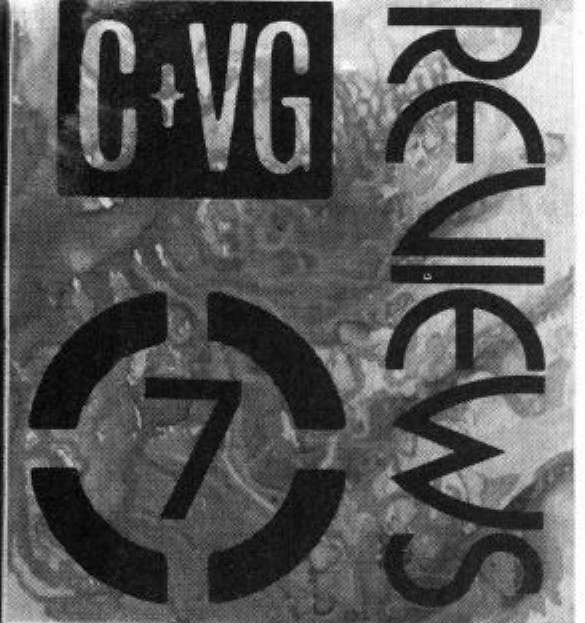


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Chernobyl

► MACHINE: CBM 64.
► SUPPLIER: US GOLD.
► PRICE: £9.99 (CASS) £11.99 (DISK).
► REVIEWER: MATT BIELBY.

No doubt some of the real sickos amongst you – and there are some, I've seen the letters! – were jumping for joy when US Gold announced the launch of *Chernobyl*, the simulation of a nuclear power plant, but I must admit I felt a certain chill. Now that real life disasters were apparently becoming fair game as subjects for computer games, would the shelves soon be lined with games based on Hungerford, King's Cross, Zebrugge ... The very ease with which any of these could be transferred into perfectly playable adventures rather made me think so.

Now, having played *Chernobyl*, I'm not so sure. It is unlikely to be a best seller, and so might knock on the head any embryonic "real life disaster" simulations in the pipeline. This is not, I hasten to add, because it is in any way a bad game – in fact it is just about the best possible at what it does – but simply that I think most of you will find it pretty dull. It is a very serious simulation of a very serious part of our lives, and whatever your politics it is arguable that it is an important responsibility that we should all have a taste of. It is not a video game in the same way that *Out Run* or *Rastan* are video games.

Never having been within ten miles of a nuclear generator I don't feel particularly qualified to comment, but the game feels right, it feels authentic. CND has apparently endorsed it as being as accurate as they come, and they should know, I guess. It certainly shares with real life disasters the long period of waiting followed by moments of sheer, desperate panic. Nothing happens very fast, and you are going to need a considerable amount of patience to find your way around the complexities of your power station, not to mention working your way through the dry, text-book like, but gruesomely fascinating manual that comes with it. If you don't fancy the responsibility of having blown away or irradiated thousands of innocents, you are really going to have to do your homework.

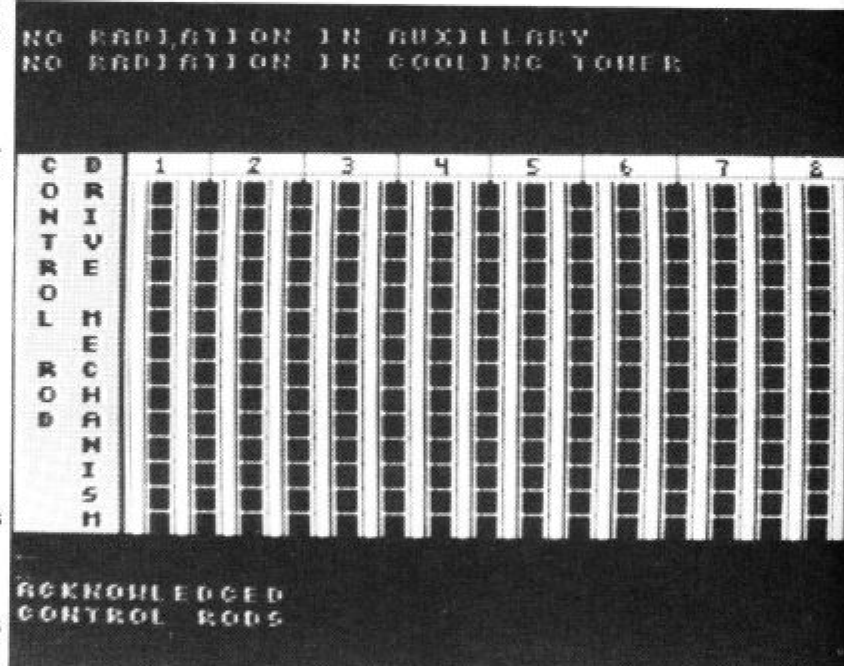
The simulation's real strength is in the atmosphere it generates. Sitting there in the dark – I was that into it – with the low hum of the generators in the background, you can easily imagine yourself the lonely operator of a power plant, flicking through displays showing floorplan, warning systems, control rods and other workings of your charge.

Slowly you build up the power, bringing the station on line, making those corrections needed to cope with fluctuations and problems as they arise. By the time things start to go wrong, the warning messages light up the screen and the sirens blare.

You find yourself breaking out into a cold sweat. Against all reason or logic you begin to ask what if this was for real, just what if in some way this was all connected up to a power station somewhere. If you've ever seen the film *War Games* you'll know what I mean.

Whatever happens from then on, whether you save the day or blow everything sky high it is an experience you are unlikely to forget in a hurry. You may play it only once, but it offers a taste of a horrific responsibility that it is humbling and probably healthy for us all to experience at some time or other. Simple graphics and, by any other standards, slow gameplay notwithstanding, *Chernobyl* belies any accusations of tasteless opportunism by its very authenticity, and shows some of the potential of simulations for – and I hate to use the word, it is so offputting – educational purposes.

► GRAPHICS	5
► SOUND	6
► VALUE	6
► PLAYABILITY	7



▲ *Hot rods . . . Fade away and radiate.*

▼ *The heat is on – can you stand it?*

8

Rim

► MACHINES: CBM 64/ATARI ST/ AMSTRAD.
► SUPPLIER: PALACE SOFTWARE.
► PRICE: £8.99 (CASS)/£12.99 CBM (DISK)/£14.99 AMSTRAD AND ST (DISK).
► VERSION TESTED: CBM 64.
► REVIEWER: PAUL BOUGHTON.

Style merchants Palace pack another knockout punch with their latest offering, *Rimrunner*. Perhaps not as complex as previous offerings such as *Cauldron I and II* and *The Sacred Armour of Antiriad*, *Rimrunner* does, however, have the immediate playability of the magnificent *Barbarian*.

So let's head out beyond the farthest reaches of the galaxy and prepare for a super-fast blast 'em up. And Palace, renowned for strong streaks of originality of their games, have come with something new to brighten up what could have been a jaded idea.

In *Rimrunner's* case it's the hero, a bug-eyed insect-like creature, and his reptillian biped mount known as a Runner. Both these creatures are different and conceived not without humour.

Your job is to protect the Insectoid colonies against constant attack from their enemies the Arachnoids. The Insectoids have built large force shields to keep out the Arachnoids. But these shields use up a tremendous amount of energy and the generators require constant supervision and recharging.

The job to protect these generators, situated at the edge of the colonies, has fallen to an elite body of Insectoid warriors know as the Rimrunners. Their job is to patrol around the generators on their rather cute Runners, battle against the Arachnoids and recharge the generators.



Rimrunners face all sorts of alien onslaught, from a myriad of creatures, flying rock and fireballs. If you're quick enough you can blast 'em to bits. If not. Well.. you'll soon learn to spped up your reactions.

The ultimate idea is to power up the five generators per level and progress through to the next one. There are nine levels in all.

The trouble is that besides the problems of the aliend attacks, the generators run down at slightly different rates and to succeed you have to work out the best sequence to visit them. The sequence becomes more complete the further you progress into the game.

There is also a time limit in which you must complete the task. You can move left or rifht on each level and will eventually complete a loop.

The graphics are almost surreal in colour and the Insectoid and his Runner are really neat. If I'm honest, the

Ikar


▲ *The crashed plane*

► MACHINE: CBM 64/AMSTRAD/ SPECTRUM/ATARI ST/C16/IBM.
► SUPPLIER: ELITE
► PRICE: £8.99 (SPEC)/£9.99 (CBM64/AMSTRAD) £14.99 (ST).
► VERSION TESTED: CBM64.
► REVIEWER: PAUL BOUGHTON.

If I wasn't holding it in my hands right now, I wouldn't have believed it. *Ikari Warriors* on the Commodore 64! I can hear you all gasping.

Believe it or not, it was way back in the January 1987 issue of C + VG that we first reviewed IK on the Amstrad. Eagerly we awaited further conversions of this ace coin-op. And then nothing. Zilch! Absolute silence.

Well, more than a year has passed and now the conversions are beginning to arrive.

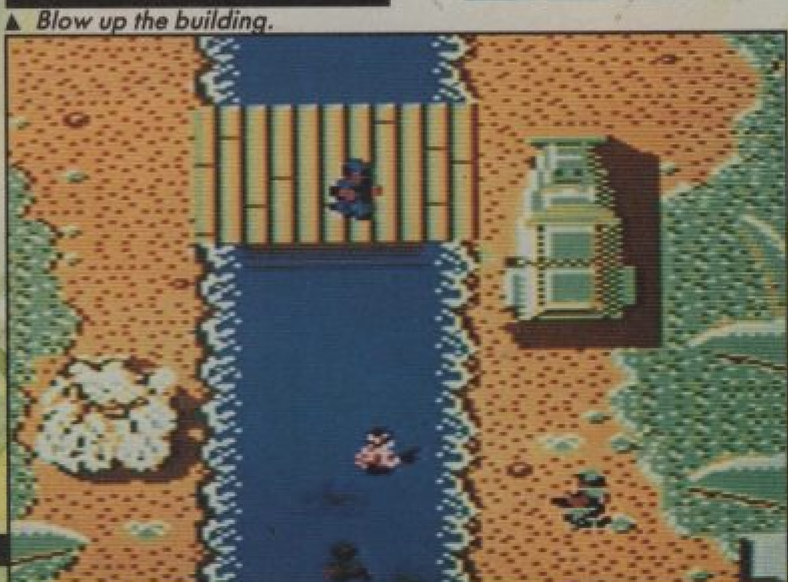
I must admit I have very fond memories of *Ikari Warriors* on the Amstrad. It was brilliant, graphically very near the coin-op with addictive playablity. I still rate as one of the best Amstrad games.

Sadly, the Commodore version won't make the top ten of 64 games. It lacks that touch of class, that spark of quality to lift it out of the run-of-the-mill. Having said that, if you haven't clapped eyes on the Amstrad version or coin-op, you'll still find yourself with a fun game. *Ikari Warriors* is a horizontally scrolling shoot 'em up in the style of *Commando/Rambo* mould - only better.

This is your mission, men. General Alexander Bonn, top dog of US Forces in Central


▲ *Blow up the building.*




▲ *A bridge too far . . ?*

Rimrunner

whole game feels a little Minteresque.

The display at the top of the screen shows the positions of the shield generators and your positions (The shield generator marker changes from green to red when it's running out of juice); bonus and time indicator; score; the stammina of the Insectoid and Runner and the amount of runners left.

The Runner can take a few hits but will eventually be a gonner. He'll collapse on the floor, turn to bones and fade away. But don't despair too much.

The Insectoid, if hit, falls off his mount, rubs his head and gets back into the saddle as fast as possible.

Palace has also come up with a nice idea of the high score table. The Insectoid cocks his gun and blasts the letters of the alphabet. It's very cute.

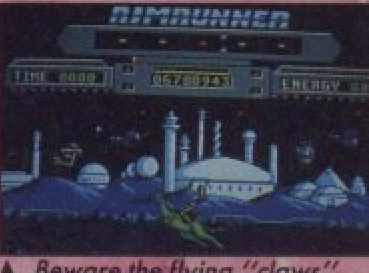
Rimrunner was designed by Barbarian wizard Steve Brown and programmed by Binary vision and the end result is a nifty little game.

Palace very rarely disappoint with their games and Rimrunner carries on the fine tradition. Meanwhile I'm looking forward to Barbarian II: The Dungeon of Drax.



- ► GRAPHICS 9
- ► SOUND 8
- ► VALUE 8
- ► PLAYABILITY 9





▲ *Beware the flying "claws".*



▲ *Run, Runner, Run.*


▲ *Amstrad Rimrunner.*

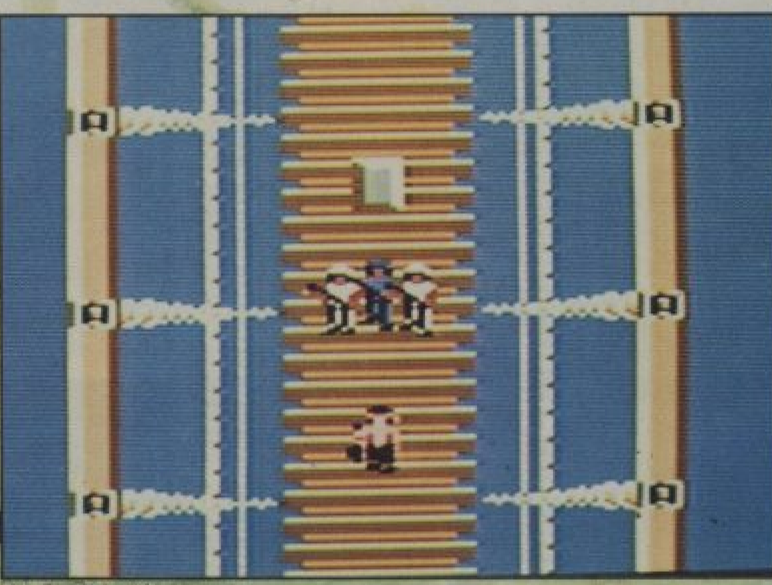


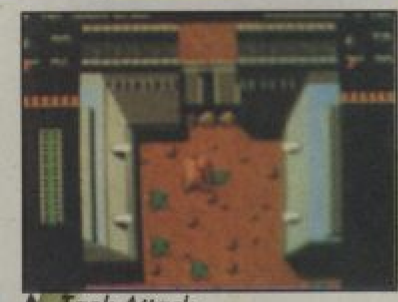
▲ *ST version.*

Warriors

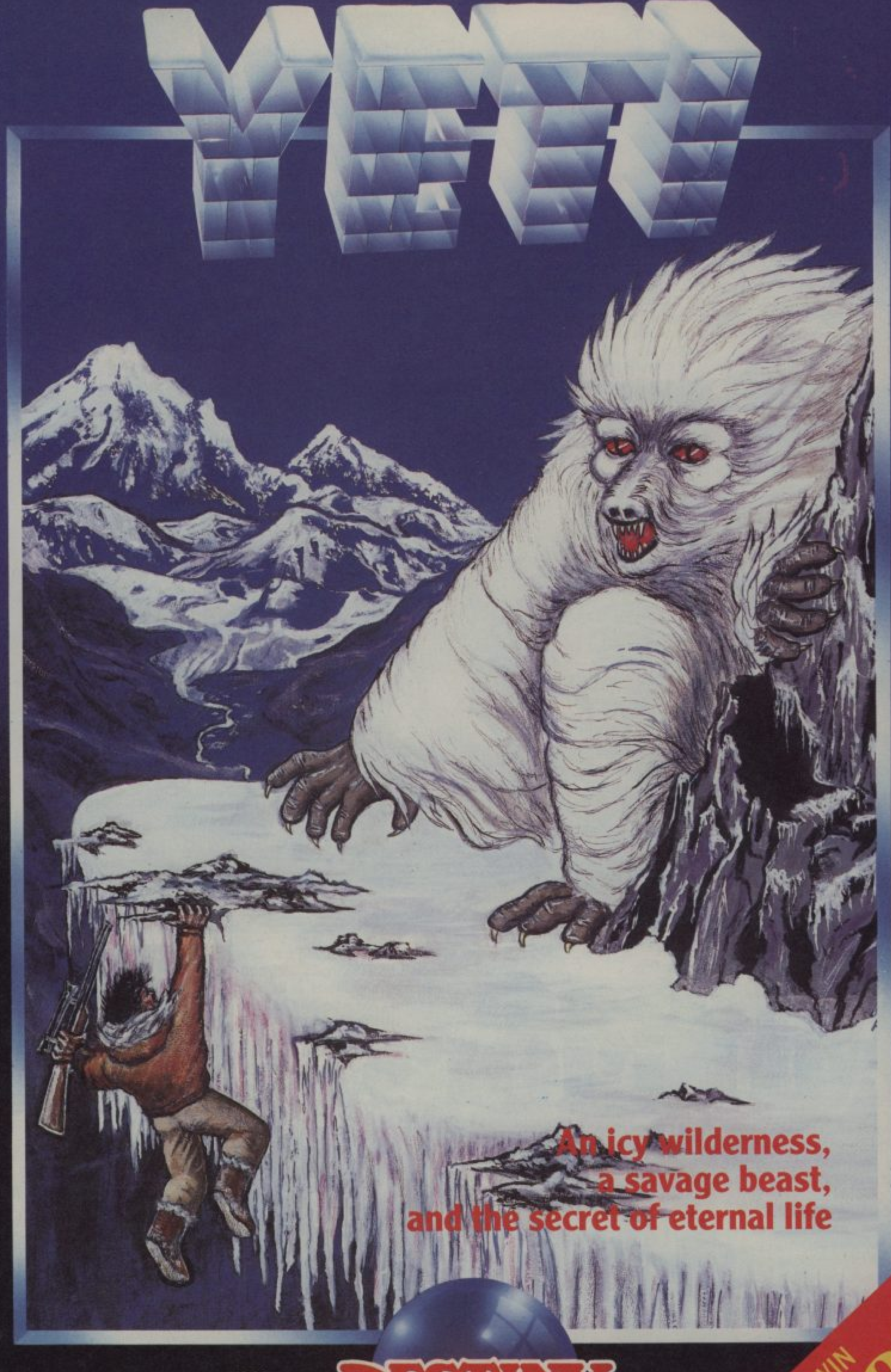
America, has been kidnapped by a bank of revolutionaries. He is being held captive in his own headquarters to add insult to injury.

You and your buddy - this can be a two player game - pick up a May Day message and rush to the rescue. But your plane crashlands in dense jungle some distance away from the general. Alone or with a pal you face the enemy. There seems to be a million soldiers rushing you all at once - and you've only got limited supplies of bullets and grenades. However, there's tanks to capture, pill boxes to blow up, bridges to cross, rivers to wade through and enemy encampments to destroy. Along the way there's extra ammo, grenades and tank fuel to collect. For an idea of the scale of the game check out the map we printed back in January 87. This could be mission impossible. Playing this game made me keen to play the Amstrad version again. The trouble is, I can't find it any more....


▲ *Destroy the enemy.*


▲ *Tank Attack.*

- ► GRAPHICS 7
- ► SOUND 7
- ► VALUE 7
- ► PLAYABILITY 7


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GOLDEN JOYSTICK AWARDS 1988

Wednesday 9th March was the day, the Roof Gardens in Kensington the place, and the event? Why, the 5th birthday of Britain's premier computer games awards, of course: *C + VG's* very own Golden Joysticks.

With a record six thousand entries this year, gamers all over the UK – and plenty from abroad as well – voted for their favourite games. As you can see from the list of winners, there were plenty of smiles in the **US Gold** camp, but there were some surprises too, not least of which was **Vulcan** walking away with strategy game of the year.

"What?" went the critics. "Who?" said the software people. Just goes to show how little we know.

Chris Tarrant of TV and radio infamy, who hosted the do this time round, kept things bounding along jauntily with barely a hitch – quite a feat considering the motley assortment of incompetants he was asked to share a stage with. Yes, for the first time ever, *C + VG* staffers were required to make little speeches describing the strengths and weaknesses of the winning games. Highlight for many was the complete character assassination of "cuddly" ad person **Garry Williams,** though this was closely rivalled by staff writer **Matt Bielby** being slapped around the face by Mr Tarrant, and Art Ed **Craig Kennedy's** inventive description of Nebulus.

Despite the serious rivalry for awards, it was basically a fun event. The food was good, the weather did it's very best for us and, most importantly, all the big wigs of the software industry had a chance to get drunk together. Roll on next year! Oh yes, and you can stop sending in those voting slips now.

GAMES OF THE YEAR

Winner: Outrun (US Gold).
Runner Up: Last Ninja (System 3/Activision).
Commended: Renegade (Imagine).



US Gold** has every reason to look smug. **Richard Tisdal** and **Tim Chainey** pose with a bevy of awards. The good looking chap on the right is C+ VG Ed, **Eugene Lacey.

BEST ORIGINAL GAME

Winner: Nebulus (Hewson).
Runner Up: Wizball (Ocean).
Commended: Driller (Incentive).



***Andrew Hewson** gets best original game awards for Nebulus.*

ADVENTURE GAME OF THE YEAR

Winner: Guild of Thieves (Magnetic Scrolls/Rainbird).
Runner Up: Knight Orc (Level 9/Rainbird).
Commended: Shadows of Mordor (Melbourne House).



Anita Sinclair** receives Best Adventure award for Guild of Thieves from **Keith Campbell.

PROGRAMMER OF THE YEAR

Winner: Jon Ritman.
Runner Up: Andrew Braybrook.



***Jon Ritman** displays the sartorial elegance that has made programmers' legend.*

ARCADE GAME OF THE YEAR

Winner: Outrun (US Gold).
Runner Up: Renegade (Imagine).
Commended: Bubble Bobble (Firebird).

STRATEGY GAME OF THE YEAR

Winner: Vulcan (CCS).
Runner Up: Defender of the Crown (Cinemaware/Mirrorsoft).
Commended: Annals of Rome (PSS).

SOFTWARE HOUSE OF THE YEAR

Winner: US Gold.
Runner Up: Ocean.
Commended: Elite.



Eager punters cue for a ticket to the Joysticks.



***Chris Tarrant** can scarcely believe it as C+ VG Ad Manager **Garry Williams** sings for his supper.*



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10

Pink Pa



▼ *Panther on the prowl.*



▼ *The Butchers' Agency.*



► MACHINES: ATARI ST, AMIGA, AMSTRAD.
► PRICE: ST AMIGA £19.99, SPECTRUM £8.99, CBM 64 £9.99, CASSETTE £12.99 DISK, AMSTRAD £9.99.
► VERSION TESTED: ATARI ST.
► REVIEWER: EUGENE LACEY.

A few years back an insane tune that went something like this: 'Dum, dee dum, – dee dum, dee dum, dee dee dum would send scores of *Pink Panther* fans rushing for the TV set and the best armchair in the front room.

The theme tune would ring in your head for the rest of the weekend. It's one of those jingles that just gets inside your brain and won't go away.

The plots were always totally daft – featuring the bungling Inspector Clouseau and the Panther in an ever more ridiculous series of disasters.

The farcial storylines didn't make any difference to the show's popularity. What people tuned in for was to see that wacky pink panther and his marvellous car. It was the characters rather than the plots that made the show.

▼ *Rich pickings in the bedroom.*



Either way, Gremlin and Magic Bytes will be hoping that the launch of the computer game will bring hordes of Panther fans out of the woodwork with fivers in their hands.

The plot of the game is very much in the tradition of the TV show. The gentleman panther has fallen on hard times due to living the high life without any income. He is forced to take a job as a butler in a millionaire's mansion. Just the thing for our light fingered hero. "I'll be able to nick all the valuables and set my self up in an island paradise" thinks the rinky dink Panther.

What he hasn't reckoned on is that his boss has a serious sleep walking habit. This makes the job of relieving him of his valuables all the more difficult as, if you are not careful, he is likely to bump into something, wake himself up, and catch you red handed – or pink handed even.

There is a way around this though. You can gently guide your boss around obstacles or keep him walking up and down in straight lines where he will come to no harm.

The instructions actually suggest that you guide him around the house with you. I found this extremely hard to do because turning him in tight corners and guiding him upstairs is very tricky.

Before the Panther gets anywhere near a mansion, he must go to the Butler's Agency. They will ask him if he has a top hat fit for the job and if he doesn't he'll be dispatched to the shop to buy one.

This part of the game is decidedly tedious. It would have been better if you could just start off in the mansion and get straight on with the business of nicking all the valuables.

It is particularly annoying to have to go through this rigmarole every time the old codger bumps into something.

To avoid this happening the Panther does have a number of items at his disposal that he can use to guide his boss. There is a board that can be used to make him jump over awkward obstacles, a bell which you can ring to make

Panther





him change directions, and a number of inflatables. These blow-up people (Stop sniggering at the back there) – in the shape of a burglar to act as a decoy and another blow up Panther that can be posted by walls to give the old fellow a shove in the right direction if he looks like crashing into something.

The clever way to play *Panther* is to place these items around the mansion as quickly as possible. But you really will have to be clever to do this as selecting them and activating the objects involves a number of joystick/key pressing manoeuvres. As in a complex beat 'em up game – it 'ain't easy.

A money bag fills up like an egg timer every time the Panther nicks something. When the money bag is completely full you can tackle the next mansion. There are four mansions in total before the Pink Panther can get to the island of his dreams. Items nicked are also displayed in points to the right of the money bag.

There are a couple of serious design faults that let the *Pink Panther* game down. The first and worst of these is the 'start new game' sequence. There is about a 40 second wait between losing one challenge in the mansion and starting your next.

Gripe number two is with the music. In an earlier Amiga demo the music sound track featured the famous 'dum, dee dum' piece. This was sadly missing from the ST version that I tested.

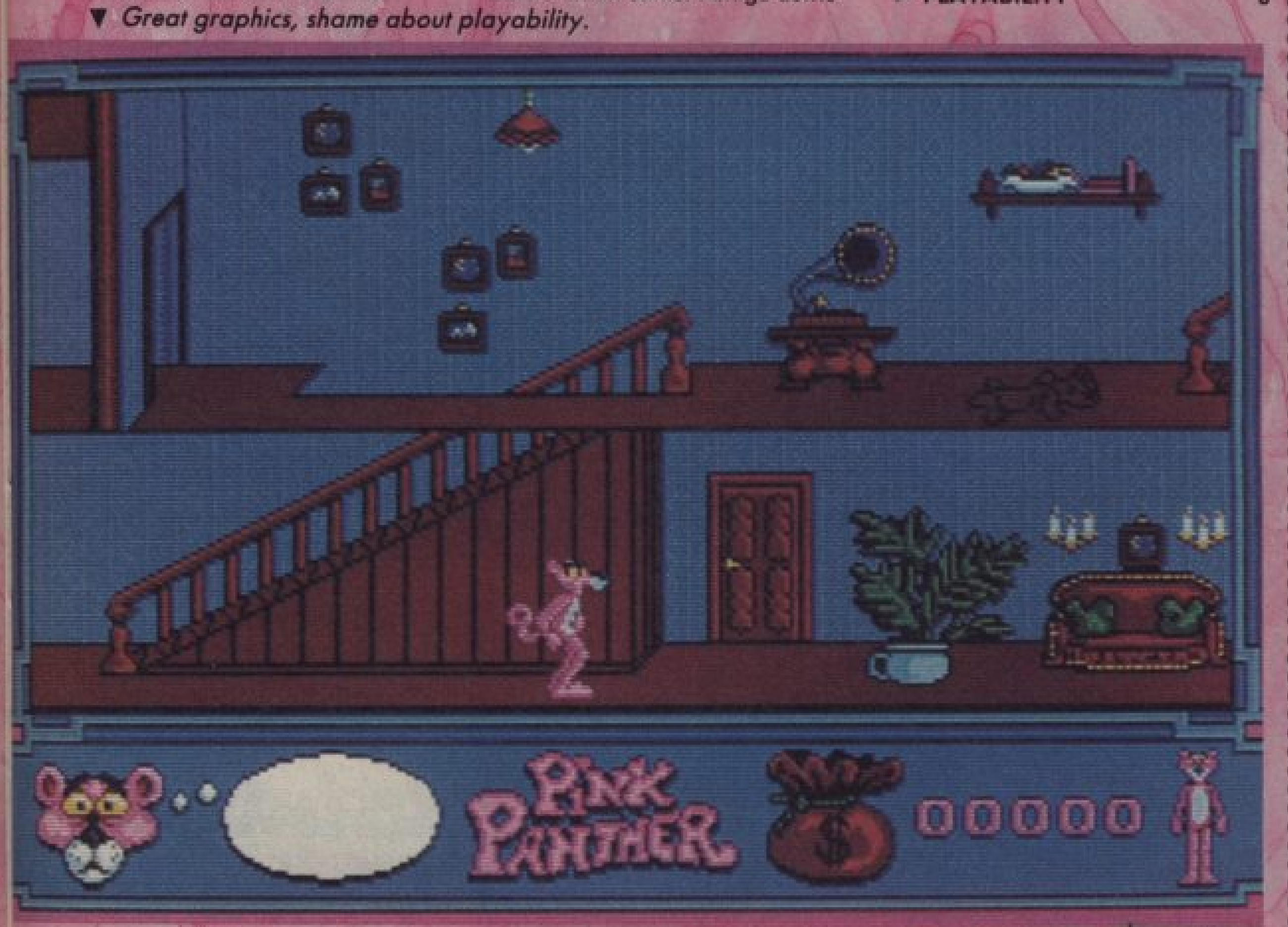
On the plus side, Magic Bytes made an excellent job of the two characters themselves. The Pink Panther's characteristic sloping walk has been nicely reproduced – and Clouseau is also convincing right down to his hunched back and shabby raincoat.

Magic Bytes is a German company relatively new to the UK scene. Some gamers may remember them for the excellent *Western Games* with its astonishing graphics.

Their new association with Gremlin hopefully help them introduce a degree of extra playability into their games. *Pink Panther* would certainly have benefited from that. A game for ardent *Pink Panther* fans only.

► GRAPHICS 7
► SOUND 6
► VALUE 5
► PLAYABILITY 5

▼ *Great graphics, shame about playability.*



COMPETITION

Dozens of TV Progs, films, and cartoon characters have been turned into computer games now. We at *C+VG* think that the Pink Panther's arrival on the scene is a little special and ought to be marked by a mega compo.

In association with Gremlin, we are pleased to be able to offer thirty top quality Pink Panther sweat-shirts.

Winning is easy. All we want you to do is answer these simple questions about the Panther.

(1) The Pink Panther grew out of an early association with the Inspector Clouseau films. Was the original Pink Panther:

(a) A car?
(b) A precious jewel?
(c) A yacht?

(2) Who played the part of Inspector Clouseau?

(3) In the Clouseau films a crazed Chinaman is always attempting to kill the hero. His name is:

(a) Kato?
(b) Mao Tse Tung?
(c) Lee Wong Wodge?

Name..............................

Address..............................

....

Answers..............................

....

Send to Pink Panther Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries must reach us by May 15th and the Editor's decision is final.

"The graphics are well designed and the scrolling is faultless."
HAPPY COMPUTER
Germany

Screen shots from CBM version.

JINKS

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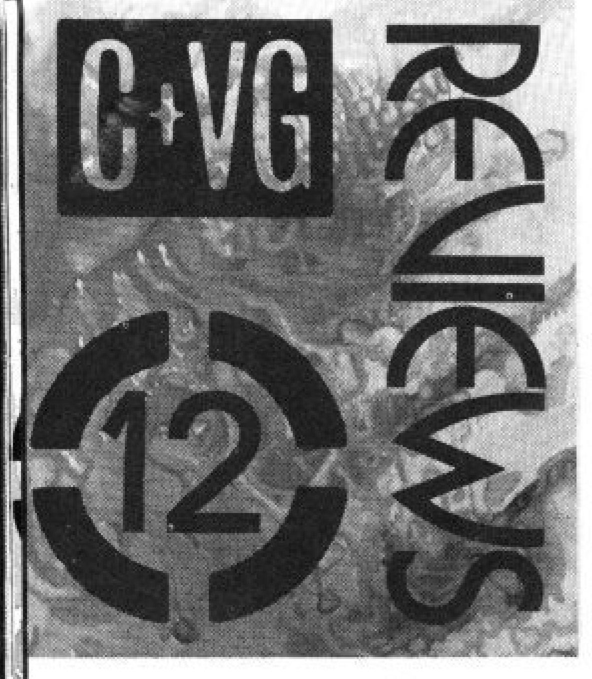
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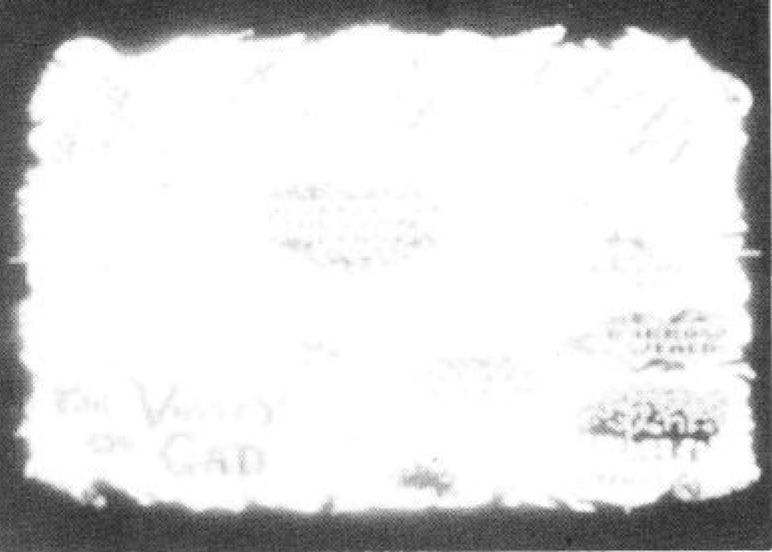
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▲ *A land ripe for exploration?*

Blood Valley

► MACHINES: AMSTRAD/SPECTRUM/C64.
► SUPPLIER: GREMLIN.
► PRICE: £9.99.
► VERSION TESTED: AMSTRAD.
► REVIEWER: MATT BIELBY.

They always say that the film isn't as good as the book. Well, now meet the game that isn't as good as the book either . . . *Blood Valley*. Yep, the very same *Blood Valley* as the Duelmaster fantasy adventure book, only without the playability.

In its favour it has the fact that it is a real two player game – the greatest fun you're going to get is chatting to your mate how bad it is.

The idea itself isn't such a bad one: You can play either nasty tyrannous landowner type the Archveult, whose idea of fun is to hunt down the odd slave every so often, or the hapless poor person he turns loose as quarry.

Should you have got the plum job as a hunter, you get to place your grizzly allies at suitable strategic locations around the place, which has to rate as the highlight of the game. If you drew the short straw, you can chose whether you want to be a meathead barbarian, a wily thief, or a distincly dodgy looking priest. Each have a series of tasks that they have to perform – kill the evil Kritos Bloodheart, steal the Golden Idol etc – as well as getting out of the valley in one piece, of course.

So far, so good. It is only once the perfectly successful establishing screens are dealt with that the severe limitations of the game become apparent. For one thing, the split screen effect that allows you to see what both characters are doing makes the sprites rather tiny, but this is compounded by the fact that the animation and scrolling is unforgivably jerky and limited. The chap getting to play the escapee gets to slash vaguely at his captors, and collect gold and other less identifiable items when they collapse as skeletons at his feet.

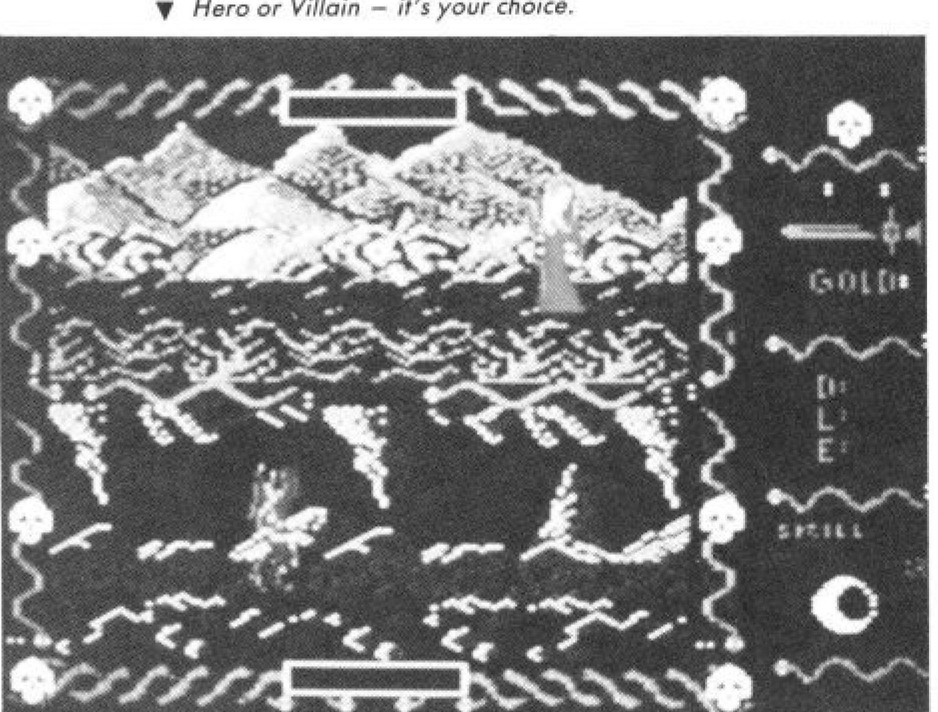
Really the instruction book is to blame here in that it fails to make it clear just what you are meant to do with everything, and you are unlikely to stick around long enough to find out.

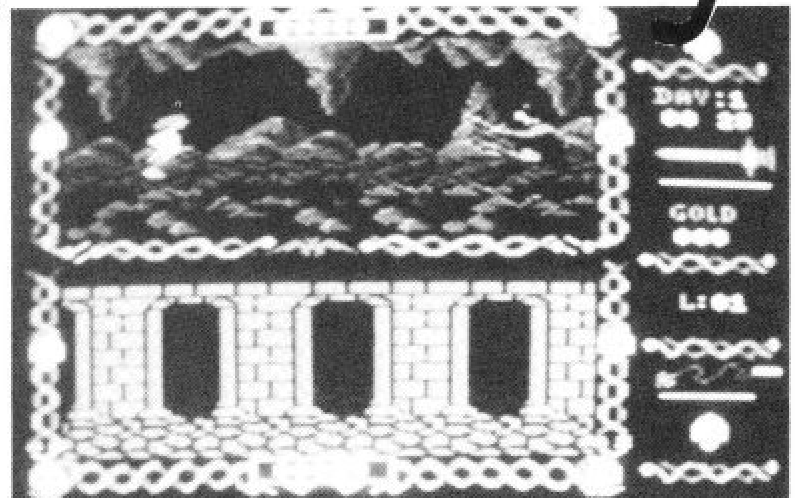
To your right there is a panel with various displays, but the one you really have to keep an eye on is your energy level, indicated suitably by a sword. I say suitably, as this is really a sword over your head, since your reserves drop at an alarming rate. Really, you have to eat something every two minutes or less, which gets to be a real pain quite rapidly. What this also tends to mean is that the game is biased towards the pursuers, enough to make the whole thing a bit of a farce.

I can't pretend I spent very long playing this, the whole thing was just too frustrating. It's come to something when the most praiseworthy thing about a game is its music, which in this case is atmospheric and not at all bad.

► GRAPHICS	6
► SOUND	6
► VALUE	6
► PLAYABILITY	4

▼ *Hero or Villain – it's your choice.*





▲ *Facing foes.*



▲ *Don't rely on the instruction book.*

Kawasaki

INTERCITY 125.

AR125: Road Sports. Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the AR125 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke . . . handles brilliantly. . . brakes stop the bike on a sixpence . . . unconditionally recommended".

OUTER LIMITS 125.



KMX125: Country Sports. The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

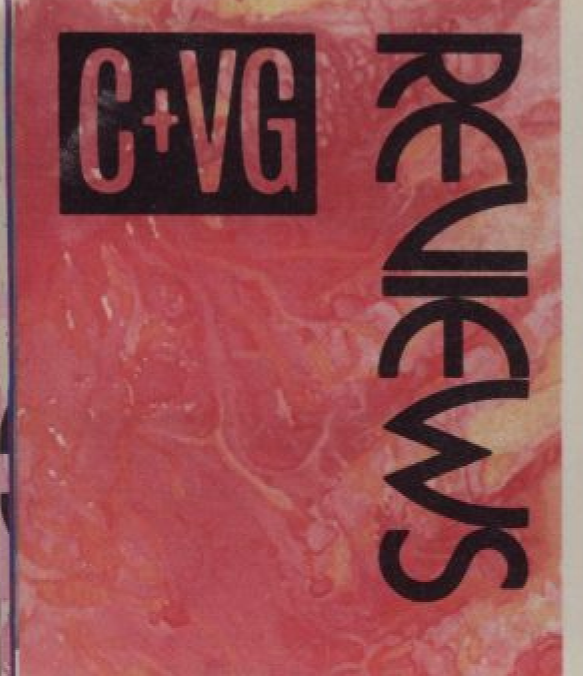
When a crowd of first-timers tested all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

Dirt Bike Rider magazine rated the KMX "the trickest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

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If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address, to Dept 151, Kawasaki Motors UK Ltd, 748 Deal Avenue, Slough, Berkshire, SL1 4RZ.

WHO CAN CATCH A KAWASAKI?





▲ *A game fit for heroes.*

Sidewinder

GAME OF THE MONTH C+VG

- ► MACHINE: AMIGA.
- ► SUPPLIER: MASTERTRONIC.
- ► PRICE: £9.95.
- ► VERSION TESTED: AMIGA.
- ► REVIEWER: MARK LUCKHAM.

Roadwars, Xenon, Aaargh! and *Sidewinder.* All are products of Mastertronic's Arcadia coin-op machines turned home computer games. The concept of developing titles on an Amiga board based coin-up system and then downgrading them for home computers, has worked to varying degrees so far. *Sidewinder* stays true to the arcade tradition of mindless blasting!

It's like this you see: the war has reached a stalemate, giant fleets of opposing spaceships face each others, neither able to win a decisive battle. Suddenly, from out of the alien ranks wobbles a ship the size of planet. The Star Killer has arrived. This impressive piece of Lego makes its money by diving into the heart of a system's sun, creating a supernova and making a right mess of the surrounding real estate.

Bad news for the good guys, but wait, a sole fighter can penetrate the docking system and enter through a waste water vent. Free to run amok inside, this brave, heroic idiot can blast his way through the various levels, until, finally, the control level is reached and wasted.

So you've heard it all before, the important point to note is that the action takes place over various levels, each of which has appropriate scenery and targets. Starting with water distribution and leading through residential, flight deck, command and finally to the control level you can savour the full screen scrolling and nicely designed graphics. Yep, there's none of this partial screen scrolling idiocy here. On *Sidewinder* not only does the whole screen move smoothly down, there is also some lateral movement, just like in *Flying Shark.*

So we're talking nil points for originality here, but as this is easily the best out and out annihilation experience on the Amiga, so what?

Besides the obligatory swarms of flying scum – which can get thick and irksome at times – there's an almost unlimited number of ground based targets to wallop. Some of them shoot back, but not if you're quick.

Which leads to one of *Sidewinder's* better features, the sound effects. When fuel dumps are going up, enemy fighters are screaming in, you're dodging ground fire while plastering everything that doesn't move – and as much of the moving stuff as possible – the aural impression is that *WWIII* has broken out. Rip roaring explosions mount a top each other to form an ear splitting cacophany of noise. The effect wraps the players up in the heat of the moment and carries them along on a wave of excitement.

But it's not all like that. There are quieter, more reflective moments, like when a letter within a tile wafts gently down the screen. It's necessary to ignore the rest of the proceedings in order to guarantee picking up what could turn into rapid fire, power shots, limited time invulnerability, or, strangely, something which stops the scrolling temporarily.

The latter enables you to erase those hard to get at targets, a feature that only really comes into its own when on the control level when total destruction is the order of the day.

Were you one of the people who could never get beyond the second or third major nasty in *Xenon? Sidewinder* caters for all skill levels from the incompetent to those who can play in their sleep. There are five difficulty levels in total, and you decide which to play on.

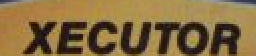
The question is, do you have the stomach for a purer arcade experience than *Xenon,* a game that will, incredibly, only set you back a measly tenner, and one that combines first rate graphics and enormous excitement.

► GRAPHICS	8
► SOUND	9
► VALUE	9
► PLAYABILITY	9

▼ *The boom spells doom.*



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COMING SOON...

ROAD BLASTERS

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Okinawa



► MACHINES: SPECTRUM.
► SUPPLIER: DESTINY.
► PRICE: £8.95.
► REVIEWER: PAUL BOUGHTON.

Okinawa has already appeared as part of a games compilation from PSS, *Conflicts 2*, so putting it out by itself, even at so low a price, is a bit of a mystery.

This is the same "amphibious forces invade an island" format as the nearly identical *Falklands 82* and *Iwo Jima*. Only this time the island is the gateway to Japan, Okinawa, captured by United States Marines and Army forces in April 1945. The player takes the American side against the computer, using a joystick to select simple options for his troops to land, move and fire against a virtually static enemy.

Like *its* cousin, *Okinawa* is for young children who like simple games with lots of sound effects and screens flashing, and aren't worried about the quality of the graphics. Anyone else will find it too simple-minded to give much enjoyment. And any serious wargamer who has met the earlier, related games would never buy it anyway.

PSS now put out such a wide range of wargames, including games which are a lot better than this.

► GRAPHICS	4
► REALISM	2
► PLAYABILITY	3
► VALUE	3





Teladon

► MACHINES: SPECTRUM.
► SUPPLIER: DESTINY.
► PRICE: £8.95
► REVIEWER: PAUL BOUGHTON.

Survive the ride or zoom to your doom. We're talking *Teladon* here, a terribly tasty teaser from new boys Destiny.

Starting our on your space bike you zoom off down a tunnel, ultimately hoping to penetrate the lower levels. But this ain't no tunnel of love. Those pesky pains in their space crafts have hate in their hearts.

As you race down the tunnel you must avoid the edges and the boulders that litter your path. So steer clear and stay sharp. Don't forget to grab any keys, lazers, to replenish supplies, and drive through oxygen bubbles to top air supplies.

And you'll need those lazers to teach those alien whatsits what's what and where to get off!

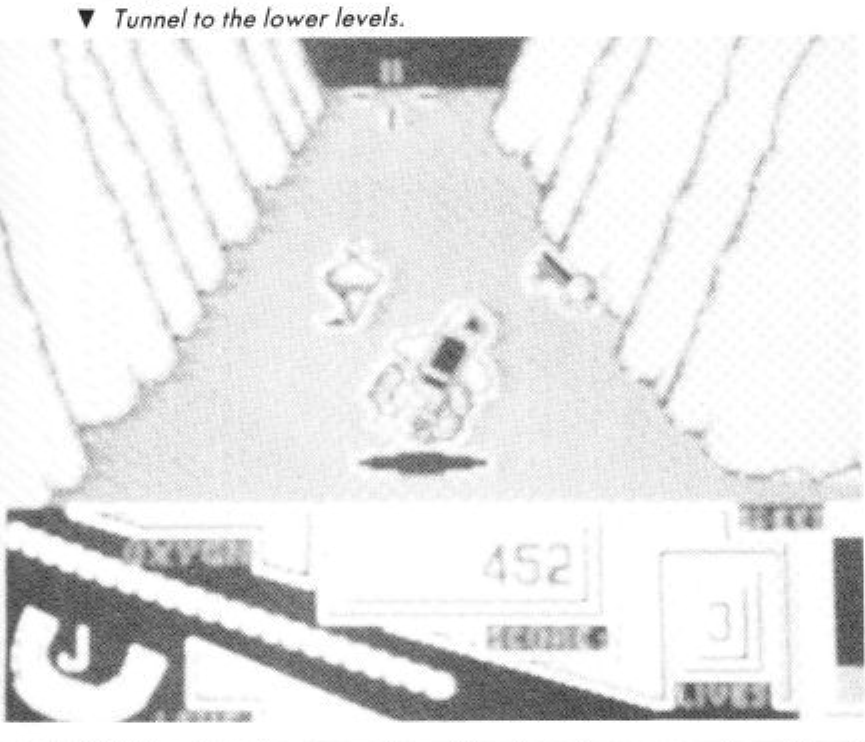
Watch out for the ones that zig-zag from side to side. They fire heat-seeking missiles. But you can knock these out with your lazer beam. The other type of alien craft lurking around is one shaped like a spinning top. These move at high speed in straight lines. Your only tactic is to dodge these demons.

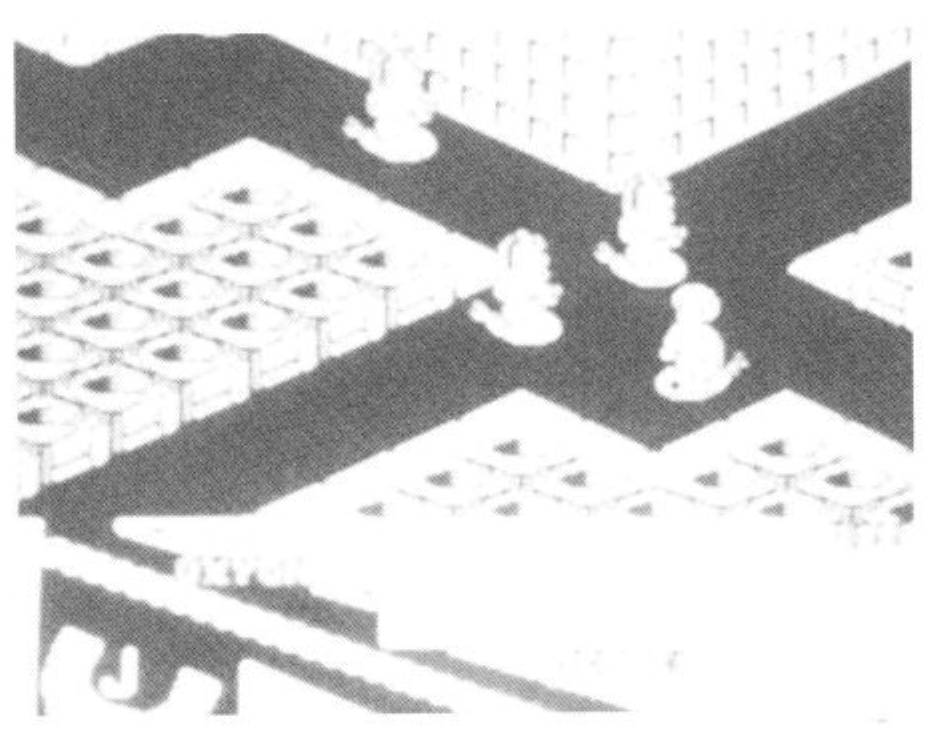
The zig-zagging craft can also generate lazer beam fences between them and boulders. Destroy the craft and the beam vanishes.

There are also gates to be negotiated and this is where you need keys.

Exits to lower levels are through holes. But these can be very difficult to enter. I kept zooming straight past.

▼ *Tunnel to the lower levels.*





▲ *Map the maze.*

Speed is the vital factor to master for success in the tunnels. Go too fast and you can get into trouble without being able to react quick enough. Too slowly and you just bump into things.

Hopefully once through the hole you're down to a lower level. If you're unlucky you could find yourself zipping up an aircute to the level you've just left. The next section of the game is known as the complex.

This is basically a maze problem, with the bad guys zapping at you as you try to solve it. Complete this and it's onto another tunnel and so forth.

Teladon is one of the first releases Destiny and a good start it is. Let's hope the standard keeps up.

► GRAPHICS	8
► SOUND	6
► VALUE	7
► PLAYABILITY	8

The Flintstones

► MACHINES: SPECTRUM/AMSTRAD/CBM64/ATARI ST AMIGA.
► SUPPLIER: GRANDSLAM ENTERTAINMENTS.
► PRICE: £8.95 (SPECTRUM)/£8.95/£12.95 (AMSTRAD)/£9.95/£14.95 (CBM 64)/£19.95 (ATARI ST AND AMIGA).
► REVIEWER: CHRIS JENKINS.

It's "Yabba-dabba-doo!" time again. Fred and Barney are back in the second computer adventure of *The Flintstones,* and this one is even better than the first game, which, as you'll remember, appeared on ASP under the title *"Yabba-dabba-doo!"* (helpful historical note).

All the features of the cartoon are there; the catchy music, the cute animations, even some of the sampled sounds. The plot's pretty familiar too; Fred and Barney want to go to the Bedrock Bowling Championship, but Wilma's mother is coming to stay and the living room of the cave has to be painted. Darn! Out with the paint pot, splosh, splosh, splosh – Fred's got to finish before Wilma gets back from the Bedrock Women's Institute.

So for the first stage of the game you have to move Fred around the cave, filling up from the paintpotm shifting the ladder to reach the top of the wall, and picking up baby Pebbles who escapes from his pen and scribbles graffiti on the painted sections. Here's a hint; paint the top half of the wall first, so that Pebbles' vandalism to the lower half is easier to deal with.

If you finish in time, it's off to the game in the old boneshaker. Fred and Barney steer the car along the rocky road to the Superbowl, jumping up to avoid boulders. Hit one, and you'll lose valuable time as Fred has to jack up the car, change the wheel then jump back in.

The poorest section of the game is the bowling tournament itself. You set the curve and speed of the shot, and hit the fire button to time it correctly; but on the display of the pins on the right hand side of the screen is poorly animated. In fact, when the ball hits all you see is a BLAM!, then some of the pins disappear. Compare the excellent animations in *10th Frame,* a proper bowling game.

If Fred wins the match – Barney is the automatic opponent – you get through to the last section, where Pebbles, escaped from the cave, has to be rescued from a dangerous building site.

Fred and Barney compete to leap to the top of the building, collecting protective clothing on the way. Falling girders and bolts, gusts of wind and other building workers threaten to topple you from your precarious perches on the girders.

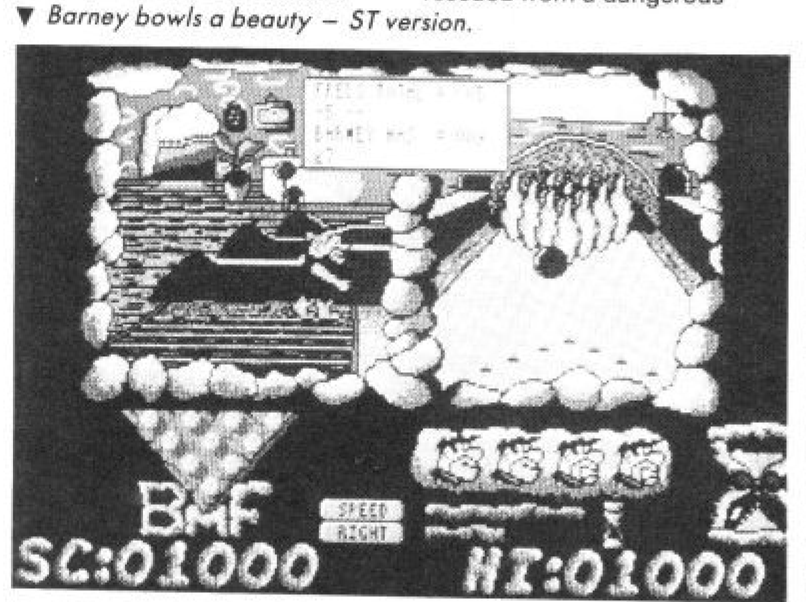
So what we have here is basically four variations of old favourites – *Painter, Moon Buggy, Bowls* and platforms-and-ladders – cobbled together into one game. The graphics and sound are good, and the cuteness quotient very high. I particularly liked Fred's paintbrush – it's a squirrel which scampers away every time he picks up Pebbles to return him to his pen.

I don't think that cuteness is enough to sell a game at £19.95, but this is a polished and professional product which deserves to be seen.

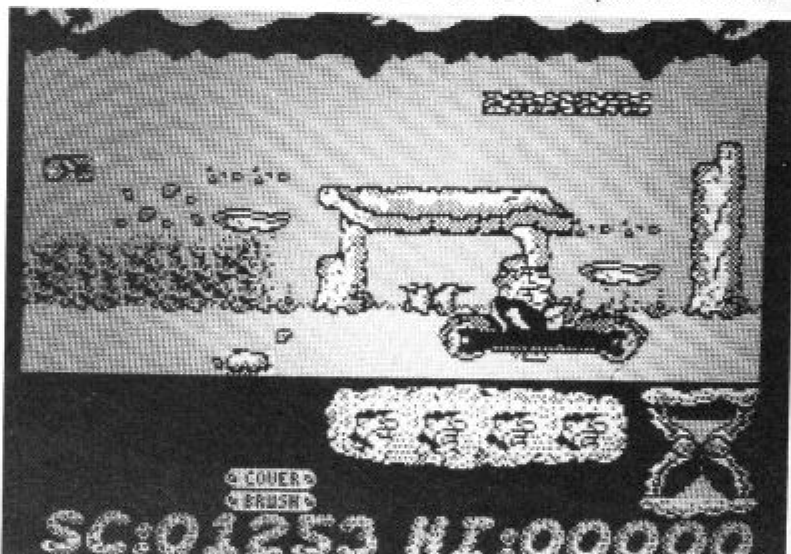
► GRAPHICS	8
► SOUND	8
► VALUE	6
► PLAYABILITY	8



▲ *Yabba-dabba-doo! It's funtime in Bedrock.*



▼ *Barney bowls a beauty – ST version.*



▼ *Dodge the boulders to reach the Superbowl – Spectrum version.*



The trilogy



Interactive fiction from *Level 9*

Three of Level 9's most acclaimed adventures – Lords of Time, Red Moon and The Price of Magik – come together in one package. Each has been enhanced and enlarged with more text than ever before – 60,000 mind-expanding words creating magik and mystery round every corner. There's a powerful new parser, and most disc versions include stunning digitised pictures that help to dramatically heighten the atmosphere.

What the press have said:

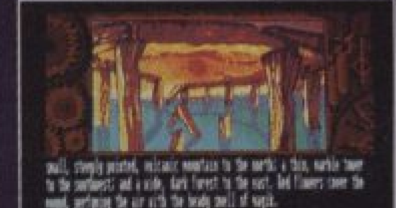
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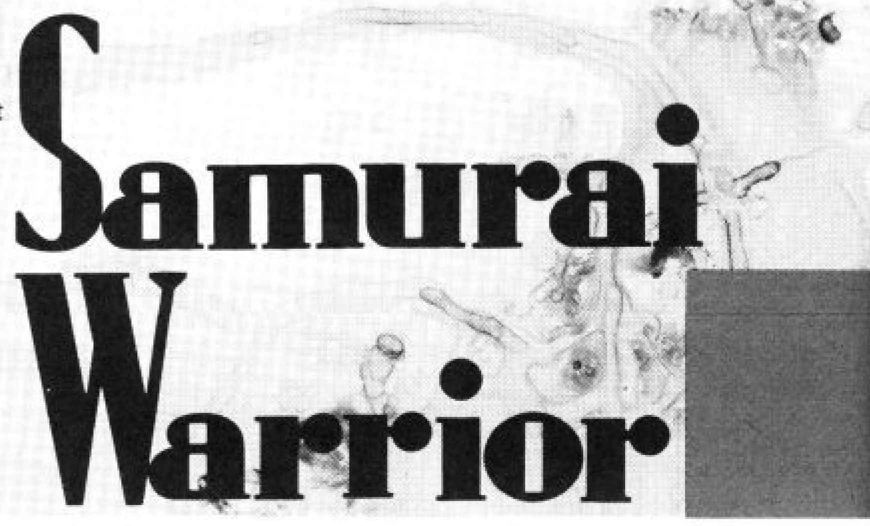
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Samurai Warrior

► MACHINE: CBM 64.
► SUPPLIER: FIREBIRD.
► PRICE: £9.95.
► REVIEWER: CHRIS JENKINS.

What with Amiga *Barbarian*, Amstrad *Shanghai Karate* and this martial arts offering for the CBM 64 all new this month, it looks as if the combat game isn't played out as everyone seemed to assume.

Of those three, *Samurai Warrior* is perhaps the most interesting, because it's the first combat game to successfully incorporate elements of arcade adventure. It's also the first to star a bunny rabbit.

Samurai Warrior is based on the comic character Usagi Yojimbo. You won't find his adventures in the Beano; as far as I remember, the comic is by a Japanese American and is available only through comix specialists. If the game catches on, though, maybe the comic will too.

It's the seventeenth century in good old Japan, and the land is torn by the petty squabbles of rival shoguns. Usagi Yojimbo is a ronin, a wandering warrior, sworn to rescue his friend Lord Noriyuki from the evil Lord Hikiji. So much for the spring roll – on to the chop suey.

Samurai Warrior takes place against a scrolling background of forests and pathways. The characters are cleverly animated in a cartoon style, and the fighting sequences are smoothly done and require considerable skill to master.

Your battling bunny operates in two modes, Peaceful and Fighting, according to whether or not his sword is drawn. Thus, with two modes each with sixteen actions, control of the character is pretty complex. In peaceful mode you can jump, turn, walk, hand over money, draw your sword, bow and so on; once you have drawn your sword, you can run, jump, charge, swipe, cut, parry, and, once your opponent is sliced into sushi, sheathe your sword again.

It's important to be in the right mode, because some of the characters are peaceful and will help you with clues if you show the proper respect by bowing to them.

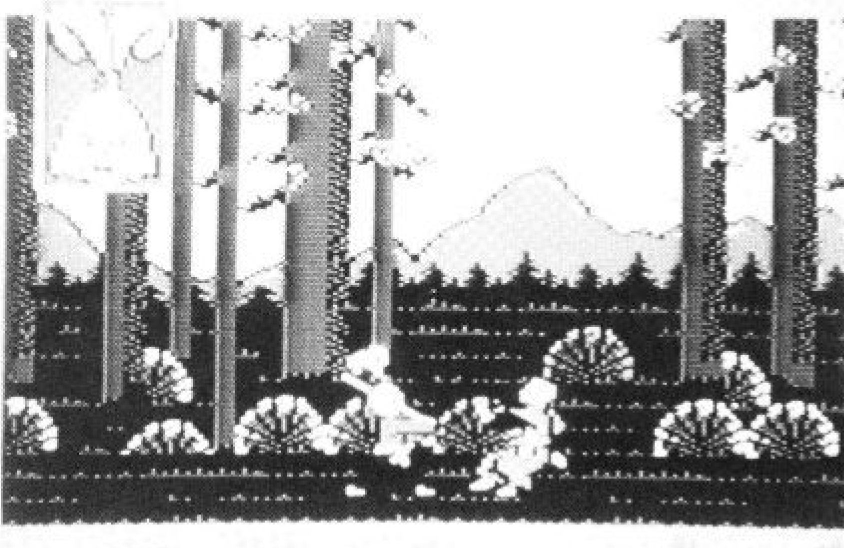
Offend them by approaching with your sword drawn, and you risk a nasty fight and the loss of Karma points.

Complemented by great oriental music and some skilful graphics, *Samurai Warrior* is a very confusing game; confusing, in the sense that it's the game that *Fist* 2 *should* have been, but wasn't.

It's clever, funny and challenging all at once, and breathes new life into the martial arts genre as well as appealing to lovers of more complex arcade adventures.

► GRAPHICS	7
► SOUND	7
► VALUE	9
► PLAYABILITY	9

▼ *Funny Bunny packs a punch.*



Shanghai Karate

► MACHINE: AMSTRAD.
► SUPPLIER: PLAYERS.
► PRICE: £1.99.
► REVIEWER: CHRIS JENKINS.

This isn't the best martial arts combat game on the Amstrad, it isn't even the second best. But it's probably the cheapest, so it's worth a look if your appetite for chop'n'kick games hasn't been eroded by *Exploding Fist, Yie-Ar Kung Fu, Kung-Fu Master, Barbarian* and so on and so on ...

As usual, it's you against the hordes of screaming fanatics as you take the role of Lo Yin (a Scottish midget?), sworn to defend the sacred scrolls of the Changchun Karate Academy from the evil Wang Chen and his army.

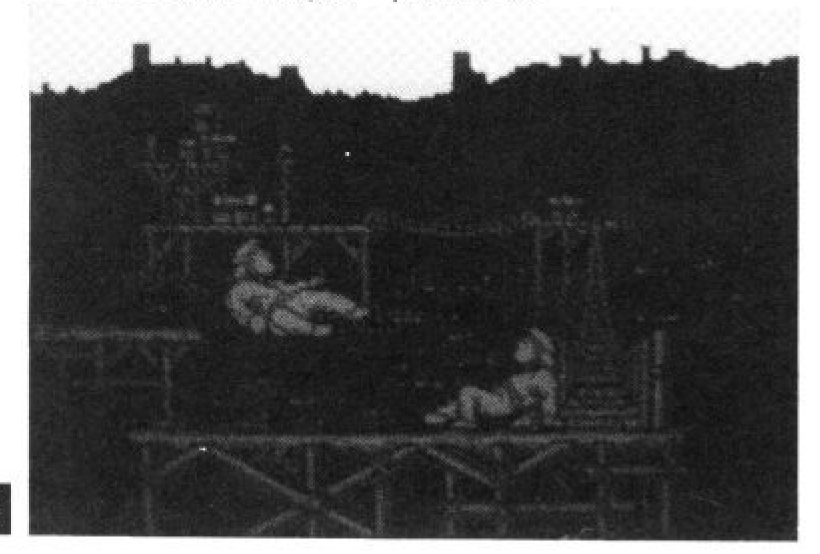
The battle takes place against four impressive landscapes; the battlements of a fortress, a magic forest, a haunted cave and finally the Dragon Temple, where you can hand the scrolls over to your old friend Derek from Slough (well, that's what it says here).

On each level you have to defeat four opponents. You have the usual assortment of offensive and defensive moves, including a flying kick, low sweep, various punches, and a useful high jump which takes you over your enemy's head and clear over to the other side of the screen. This is pretty important, because if you are forced off the side of the screen you will fall to your death. You can practice fighting in two player mode, though as far as I can see this only gives you one level to play on. In one player mode, the subsequent levels are loaded from tape.

Whilst the backgrounds are very nice, and there are some good sound effects and flashes and bangs, the characters aren't particularly well designed or animated. For a start, both look the same except for the colour of their belts and headbands, which are blue and white, so it's easy to lose track of which character is yours in a clinch. The animations don't have enough frames to make them smooth, so, for instance, if you try a high kick you suddenly find yourself moving straight from a standing start into a flying leap. It's this sort of lack of thoroughness which keeps *Shanghai Karate* firmly in the realms of "OK budget game" rather than "right little cracker".

► GRAPHICS	6
► SOUND	6
► VALUE	6
► PLAYABILITY	6

▼ *From Slough to Shanghai – just for kicks.*



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► SUPPLIER: PALACE SOFTWARE.
► PRICES: £9.99/£12.99 (SPECTRUM/CBM 64/AMSTRAD), £14.99 (ATARI ST), £19.99 (AMIGA).
► VERSION TESTED: AMIGA.
► REVIEWER: CHRIS JENKINS.

Just when you thought it was safe to go back into the dawn of prehistory ... Chop! Slash! Hack! It's *Barbarian* – the bloodiest and noisiest combat game in the world, now out on the singing, dancing Amiga. Everyone must have seen at least one version of this fantasy swordfighting epic, which topped the charts in both eight-bit and Atari ST versions last year. Now the inexplicably delayed Amiga version is here, and although it may not make full use of the Amiga's graphics potential, it's certainly one of the most enjoyable games ever for the machine.

Your task is to defeat a series of hard-bitten barbarian warriors, then their evil sorceror master. Do this and you win the hand (and probably all the more interesting bits) of the beauty represented on the packaging by Maria Whittaker.

The two warriors face each other across a series of beautifully detailed backgrounds, including a forest glade, an icy waste, a fighting pit, and the wizard's lair. The sprites are admirably fast and smoothly animated, but the let down is that they have barely more colour or detail than those of the eight-bit versions of the game. It doesn't spoil your enjoyment of the game, but it gives you the impression that it's been a bit rushed.

As usual with this style of game, you have sixteen offensive and defensive moves, selected with the joystick and fire button. Because you are armed with a sword, some of these moves are spectacular; the spinning "web of death", the overhead chop and the headbutt for instance. Each time a blow lands, a splash of blood and a cry of pain informs you of the fact. At the side of the screen, the

▼ *Stunning sound effects.*



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► REVIEWER: PAUL BOUGHTON.

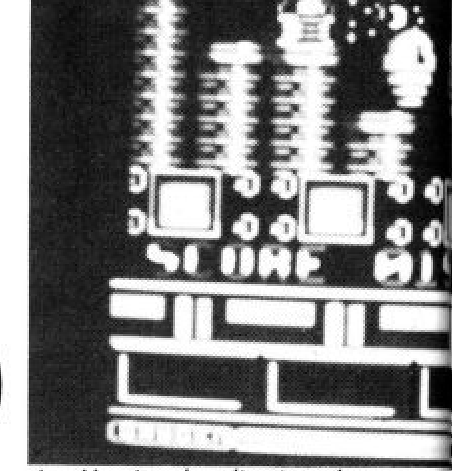
A good few seconds of intense thought must have gone into the game plot of *Northstar*. It's about as threadbare as the office carpet. It does not twinkle. It does not shine. Get my drift?

However, the resulting game survives the paucity of thought and manages to provide playable but unmemorable entertainment.

So for those of you who like a good plot with original ideas and twists had better skip the next paragraph or so and just read about the game play.

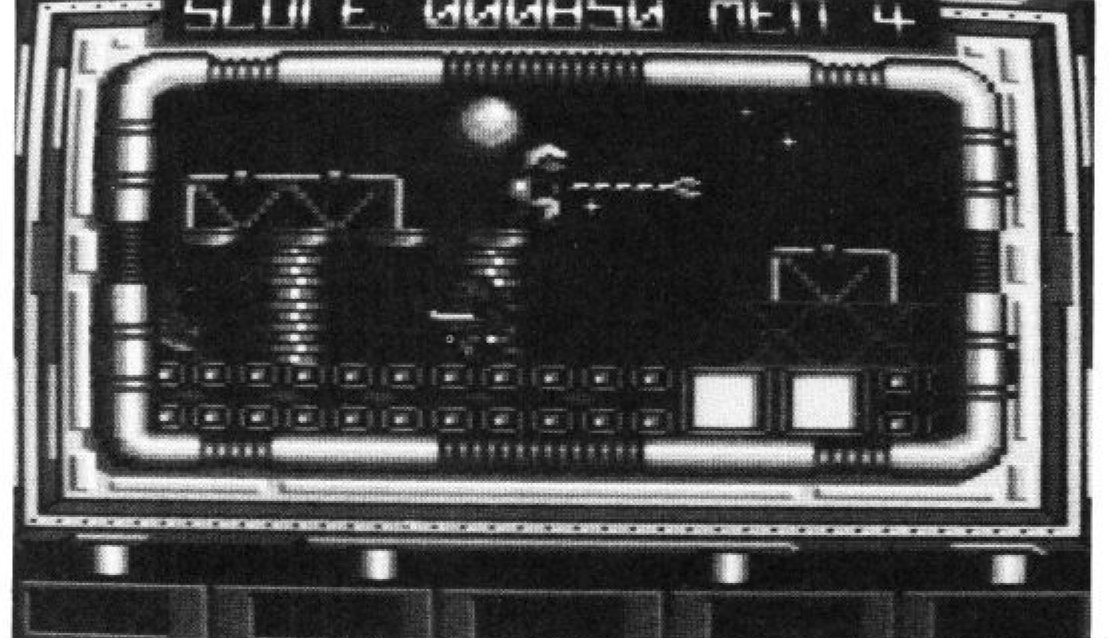
For the rest of you, here goes ... In the year 2499 the Earth is over-populated and facing starvation. Nations war over food. The Earth Lords, who ever they may be, call a meeting and thrash out a plan of action to ease the crisis, resulting in the Northstar Project.

They decide to construct a vast space station capable of holding thousands of people. And there, in the quietness of space, they would grow foods high in nutritional value very efficiently. And very quickly.



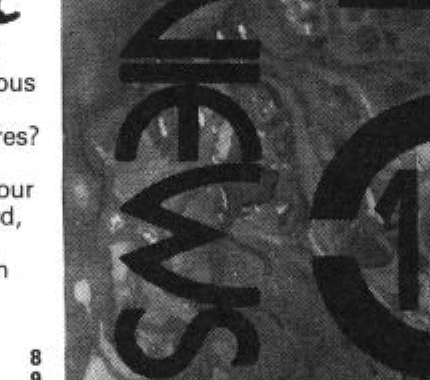
▲ *Hunting the alien invaders.*

▼ *The Neptune's prong is a neat weapon.*



North

...barian



injured party's life force ebbs, and his serpent rears its head in pain.

The sound effects are absolutely stunning; sampled chops, the clang of steel, grunts of pain, and, if you ever sever your opponent's head in a shower of gore, the squish and thump of the bouncing bonce. You'll kill yourself laughing as the giggling mutant slave kicks the severed head off screen and drags off the corpse. Other samples include snatches of dialogue – "Prepare to die!" – "aw, c'mon!" which are probably the best samples I've heard.

In one-player mode, you must fight warrior after warrior until you get through to the wizard. Tactics change as the opponents become more skilled; the first couple, you can often get with an early head chop. Later on, your best bet is to keep rolling forward to knock your opponent over, pin him in a corner, then alternate rolls and chops until he's a puddle of gore. The wizard is another proposition entirely; he throws magic fire and you must leap and duck to avoid it and give him the chop.

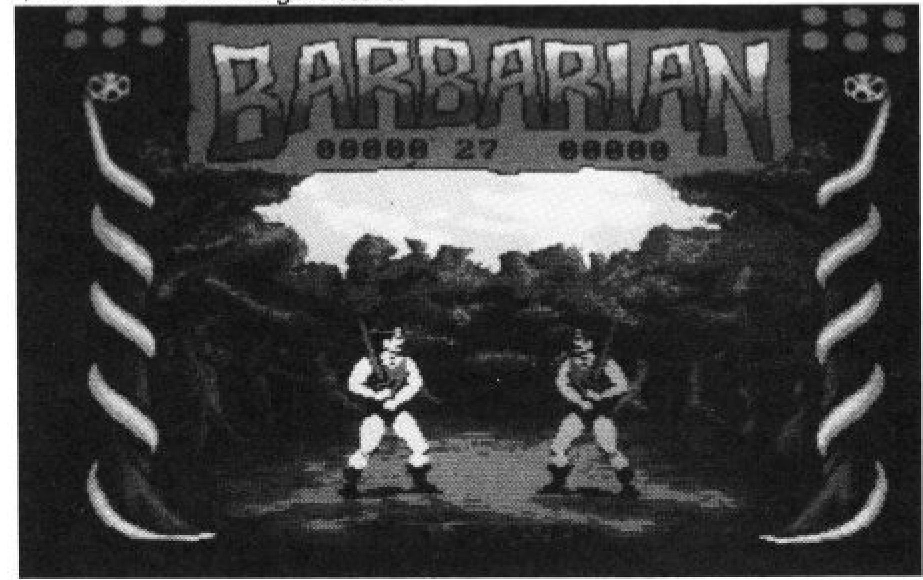
In two plyer mode, each round has a time limit, and the game continues until one warrior is finished off. With two reasonably skilled (or hopeless) players, this can go on for ages!

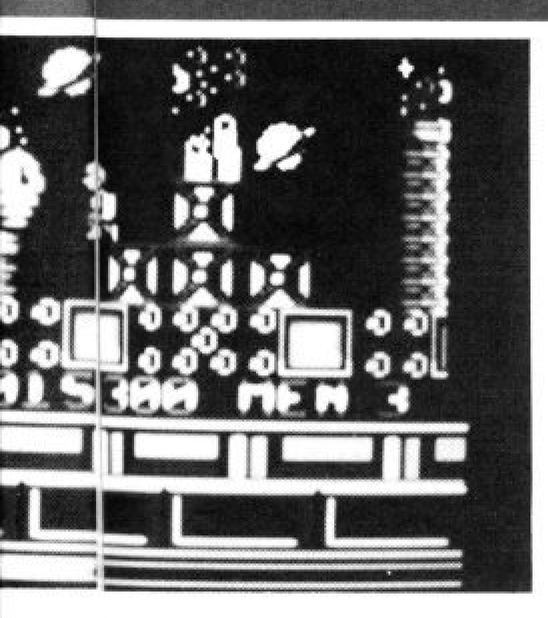
There's a nicely-detailed high-score table, but this is the kind of game you play for fun rather than to rack up points. It's the little things that make *Barbarian* so great; the way the victor kicks the loser's corpse and flourishes his sword, the grotesque mutant, the gorgeous sound samples. All that's missing is music, but who cares? Unless you have a weak stomach, you should tie on your loin-cloth, sharpen your sword, and dash out to the nearest bazaar for a copy of Barbarian right away.

C+VG HIT!

► GRAPHICS	8
► SOUND	9
► VALUE	9
► PLAYABILITY	10

▼ *Number one on the gore score.*





...thstar



Things went well until one day there was no answer from Northstar. And that's where you come in. You're sent on a mission to find out what's going on. Well, I bet you've guessed already. Alien hoards have over-run Northstar. The people have all disappeared and life-support systems are not functioning.

Your mission, surprise, surprise, is to destroy all the aliens and reactivate the life-support systems.

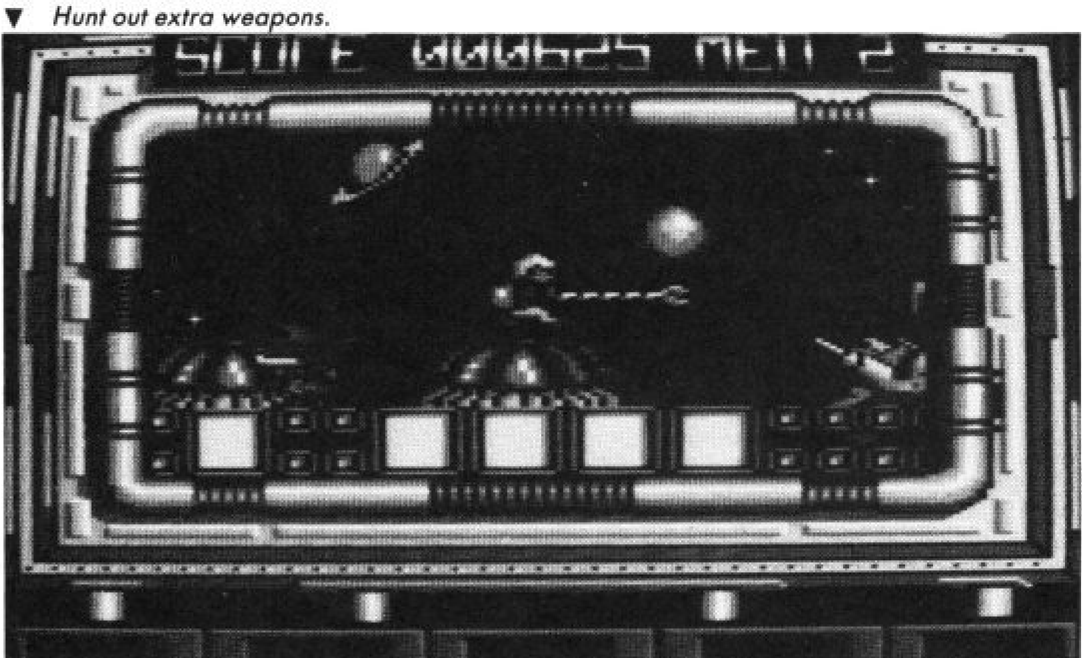
So it's off on a bash 'n' thrash through the levels, collecting oxygen and weapons. I quite like the weapon you start off with. It's a robotic arm rather like an extendable Neptune's trident. Other weapons you can collect – five in all – include smart bombs.

Northstar is nicely programmed, colourful with nice sound and quite playable. But then so are hundreds of other games.

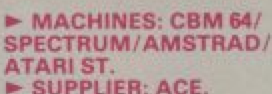
However, this is probably the best game I've seen on the Amstrad this month.

► GRAPHICS	8
► REALISM	7
► PLAYABILITY	7
► VALUE	7

▼ *Hunt out extra weapons.*



Alien Sy



► MACHINES: CBM 64/ SPECTRUM/AMSTRAD/ ATARI ST.
► SUPPLIER: ACE.
► PRICES: £19.99 ST & AMIGA/AMSTRAD £9.99/SPECTRUM (CASS) £9.99/CBM & AMSTRAD (DISKS) £14.99.
► REVIEWER: EUGENE LACEY.

Alien Syndrome is one of the unsung heroes of the Sega stable. Everyone has heard of and played *Out Run*; most people at least have heard of *Afterburner* and *Thunderblade* - but somehow *Alien Syndrome* never quite made it into the super game league.

The game introduces two space travellers with the rather mundane names of Rick and Mary. You would have thought Sega could have dreamt up something slightly more exotic. I mean Rick and Mary. Its like something you'd see taped above the windscreen of a battered old Escort.

The game pitches the dynamic duo against a nasty bunch of aliens who have imprisoned several hostages on a massive floating prison fortress.

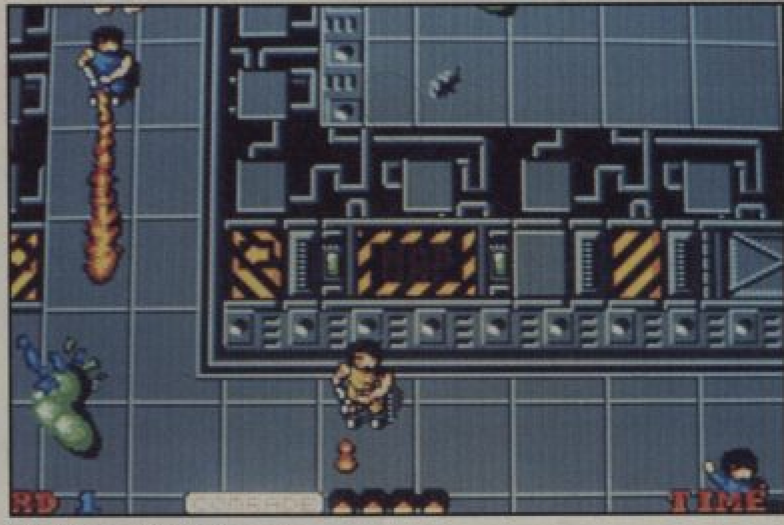
The games playes in the *Gauntlet* style. It scrolls in all directions and you see an overhead view of the action as your players explore the space ship searching for hostages and extra weapons.

Just as in *Gauntlet* the game is at its best in two player mode - meaning that you have to talk to each other to decide which direction you want to go in.

Unlike *Gauntlet* there is no need to squabble about the direction selected as several maps are available on the walls for you to plan your route.

The hostages look sort of cute and helpless - waving their arms around to try and attract your attention. They don't need to really - as you have to collect them all otherwise you cannot proceed to the next level.

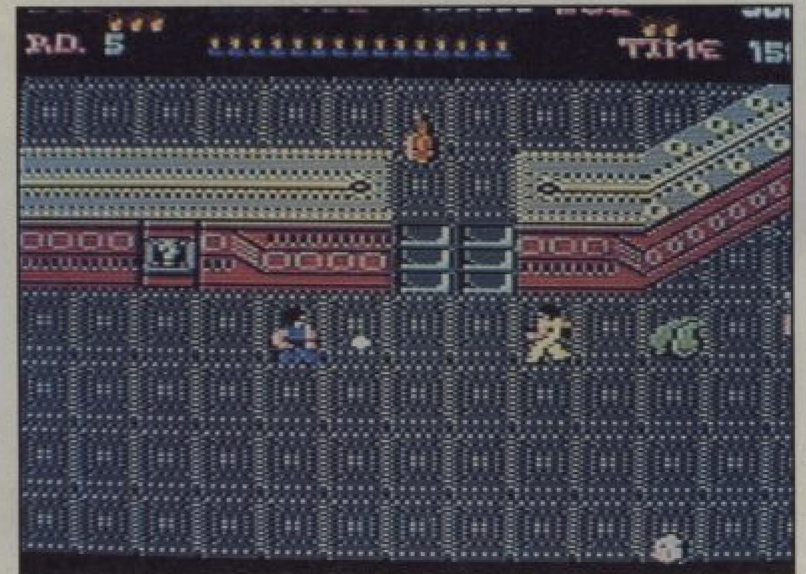
On the walls of the prison are various letters and question marks. The question marks are bonus points and the letters represent weapons. If you are going to have any real chance of completing a level you will have to bag a powerful laser or flame thrower. Certain of the weapons are not quite as good as others. Take a tip from me and avoid the 'FB' gun. My fellow games tester suggested that I would be better of hitting the aliens with my handbag than using the old 'FB' on them.



▲ *Rick and Mary in peril.*



▲ *Crammed with action.*



▲ *Question marks mean bonus points.*


▲ *Something nasty comes this way.*



▲ *Watch for letters on the wall.*

Just as in the coin-op there are seven ; levels in the 64 version. It will take a mean games player to best the final level — with its huge alien following you around the scrolling terrain.

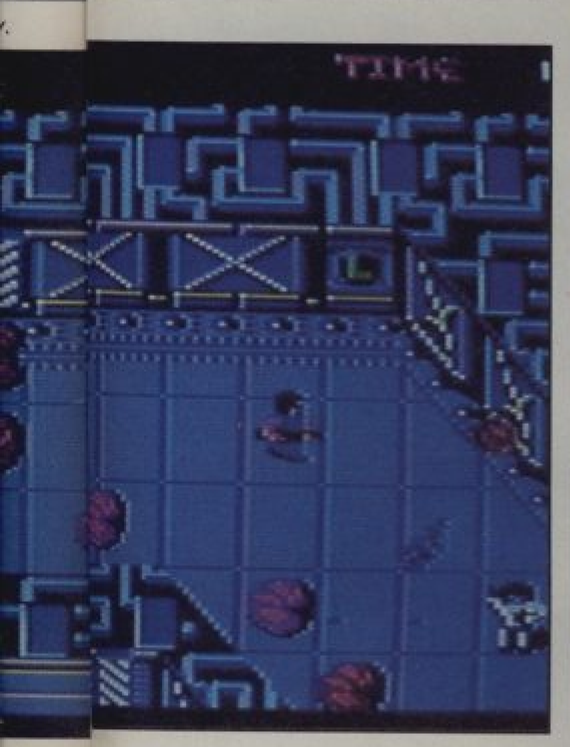
Should you manage to get the better of this alien (already having rescued the hostages) then you will be t reated to a picture of all the grateful hostages waving at you in appreciation of your heroes.

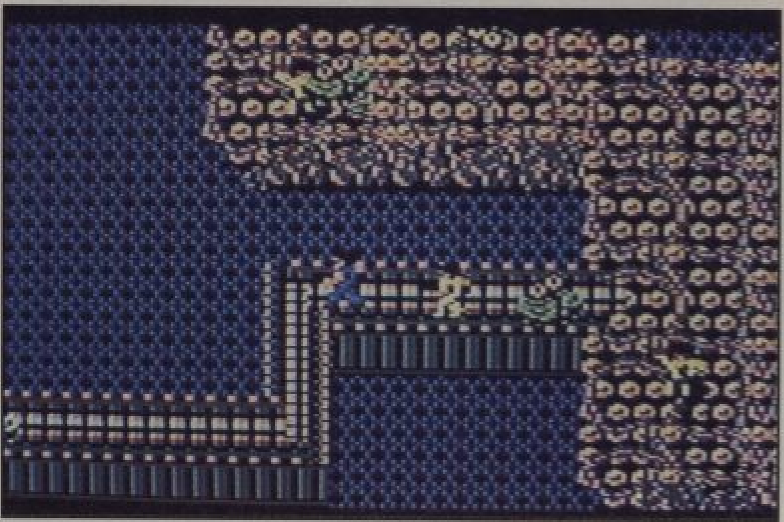
That is really all there is to *Alien Syndrome*. It is a frenetic rush and blast style game. Just a little bit of strategy in the way you tackle each level.

yndrome









▲ *Frenetic game play.*



▲ *Find the hostages.*



▲ *Competent conversion of coin-op.*

If you don't rescue all the hostages and scarper before the time runs out the whole ship will blow. A most impressive blow it is too – filling the whole screen with exploding orange fireballs.

One of the best features of the arcade version was the screams – especially from Mary.

The 64 has impressive sound effects with a good thumping laser sound and believeable explosions – alas no screams though.

Ace is promising that the 16 bit versions of the game will have near identical sound effects to the coin-op.

Alien Syndrome is at its best as a two player game. The team work aspects and opportunities it provides for races to grab the good weapons and to see who can rescue most hostages adds greatly to the basic design.

Your companion is most helpful when you exit a level. There is an unpleasant surprise waiting for you at the end of each level - in the shape of one vast, ugly alien who is determined to stop you progressing further.

One of these aliens is featured on the front cover of C+VG, drawn by artist Simon Roberts. This slimy mass of eyeballs is called a Tacophy and resides at the end of the fifth level. Another huge alien that has to be confronted is the Hugger – a skull on a mass of slime and the Asophy – a reptillian alien that jumps around the screen at great speed.

You have to have a good few lives left when you approach these big aliens. It also helps to tackle them as a team – with two lasers trained on them giving them hell.

As you progress through the levels the layout of the ship becomes more complex – with narrow bridges, swamps, electric lakes, and gates that need to be blasted to rescue the hostages. All the time the aliens are swarming around you – constant firing is a necessity as you walk.

Alien Syndrome is already available on the Sega system and was favourably review in *Mean Machines* a couple of issues back.

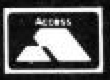
Ace will be publishing the home versions of the game for the 64, Spectrum, Amstrad, and ST. This review has been mainly based on the 64 version.

Yes the seven levels of game play are based on a multi-load principle but – Ace can be forgiven for this. As Ace boss Tim Langdell puts it: "Even on the coin-op itself the game is basically seven different levels. The load system will be smooth and won't interfere with game play."

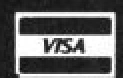
By anyone's standards this has to be judged a very competent conversion. In my opinion, Ace has done a better job than Sega managed themselves when they converted it for the Sega games consul.

As much as possible has been crammed into the game – right from the title screen onwards. If Ace can maintain this standard in their conversions then gamers are in for a treat. Ace game.

► GRAPHICS	8
► SOUND	8
► VALUE	7
► PLAYABILITY	7



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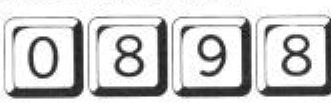
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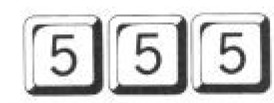
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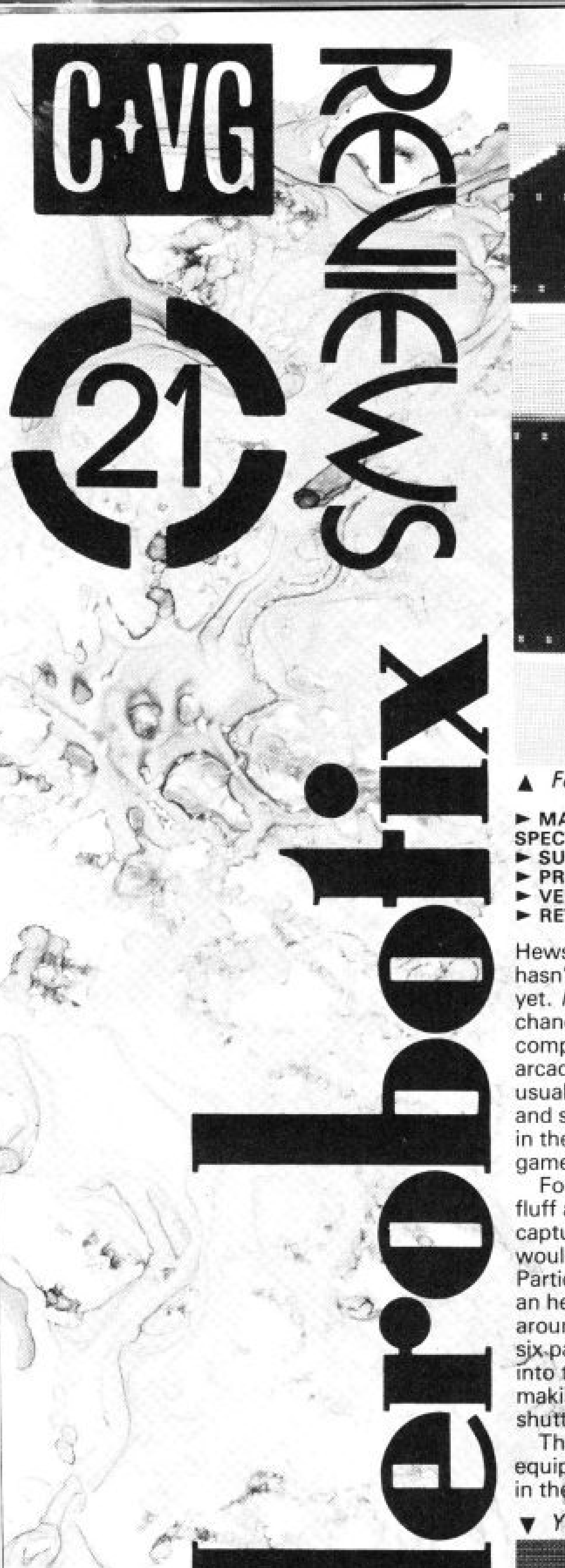
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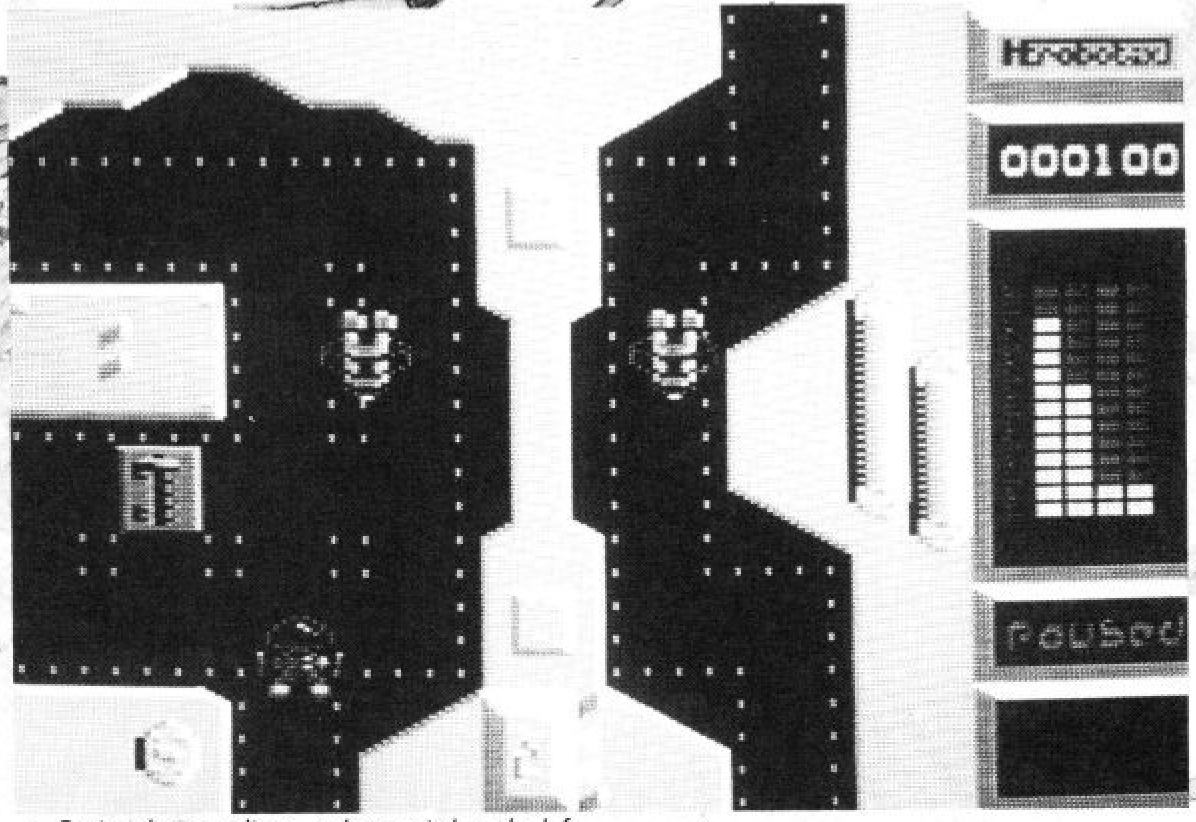
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▲ *Facing the guardians, a door switch to the left.*

► **MACHINES: CBM 64/128, SPECTRUM.**
► **SUPPLIER: HEWSON.**
► **PRICE: £2.99.**
► **VERSION TESTED: CBM 64.**
► **REVIEWER: CHRIS JENKINS.**

Hewson's budget label, Rack-It, hasn't come up with any classics yet. *Herobotix* isn't going to change things – it's a competent but unexciting arcade adventure with all the usual attention to backgrounds and sound effects, but not much in the way of innovative gameplay.

Forget the plot – it's the usual fluff about space pirates, captured laboratories and, would you believe it, a "Z-Ray Particle Generator". Your task as an heroic droid is to move around the lab, searching out the six parts of the weapon, tapping into the master computer then making your escape on a rescue shuttle.

The corridors, machinery and equipment of the lab are shown in the metallic graphics style, which has become so popular that it's boring. The sprites of the droid and enemy guardians are even less inspiring, floating around with little attempt to give the movement any sense of realism.

Your main challenge is to blast the guardians as you move from screen to screen. This isn't too challenging, so to make things more complex you have to find switches, stand on them, and flip then to deactivate the electronic barriers which block off parts of the complex.

You will also find computer terminals which can activate two helpful functions: a map showing the area around your current position, and a freeze facility which will turn off the conveyor belts for a short time. These belts operate in one direction only, and so block your access to some areas; at one stage a circle of belts will let you into the centre of the screen, but not let you out again, leading to your inevitable death by energy drain.

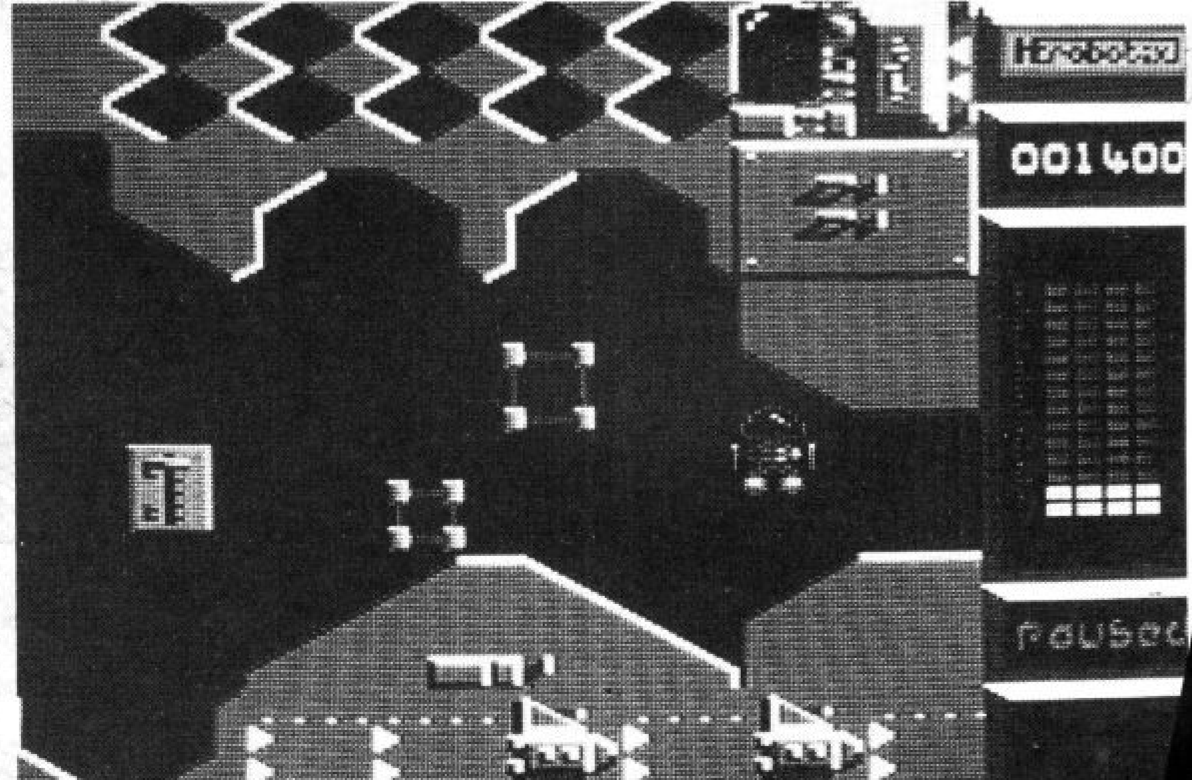
Other functions include energy points where you can refuel, teleports each of which has its own identity code, and an energy-draining "smart bomb" which will clear the screen of all guardians.

If this all sounds terribly familiar, you'll get the idea that *Herobotix* doesn't do much to make the adrenalin flow. It would be different if the action took place at a breakneck pace, but it's all rather relaxing and more likely to make you want to put your feet up and take a nap.

Not much incentive to buy, unless you are the sort who enjoys slogging through a complex game merely for the pleasure of finishing it, and doesn't expect too much excitement along the way.

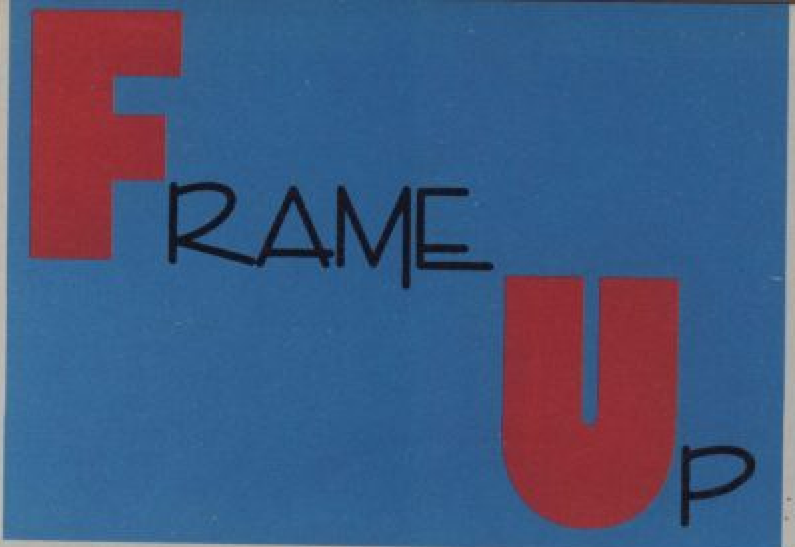
► GRAPHICS	5
► SOUND	5
► VALUE	7
► PLAYABILITY	5

▼ *Your energy is low as you search for the escape route.*

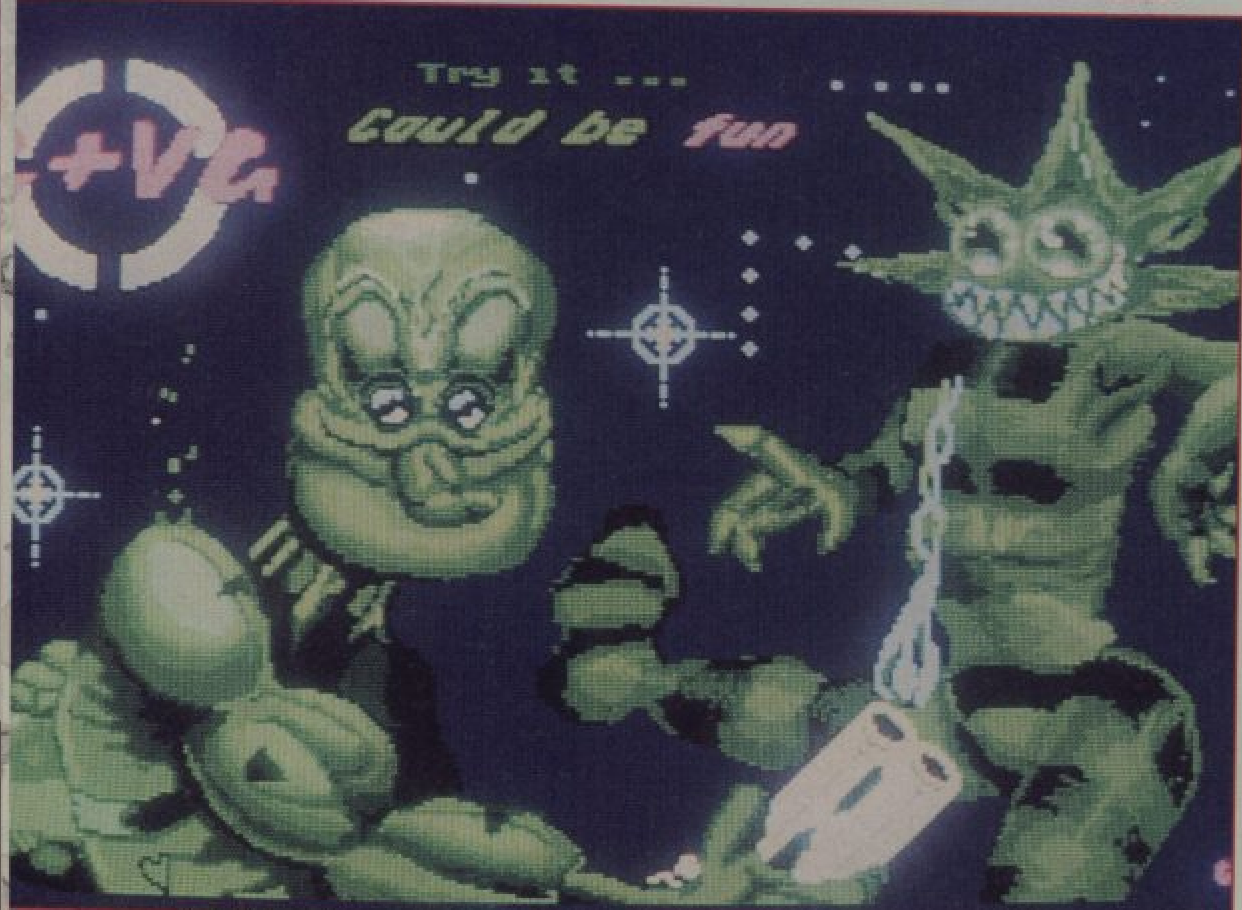


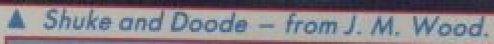


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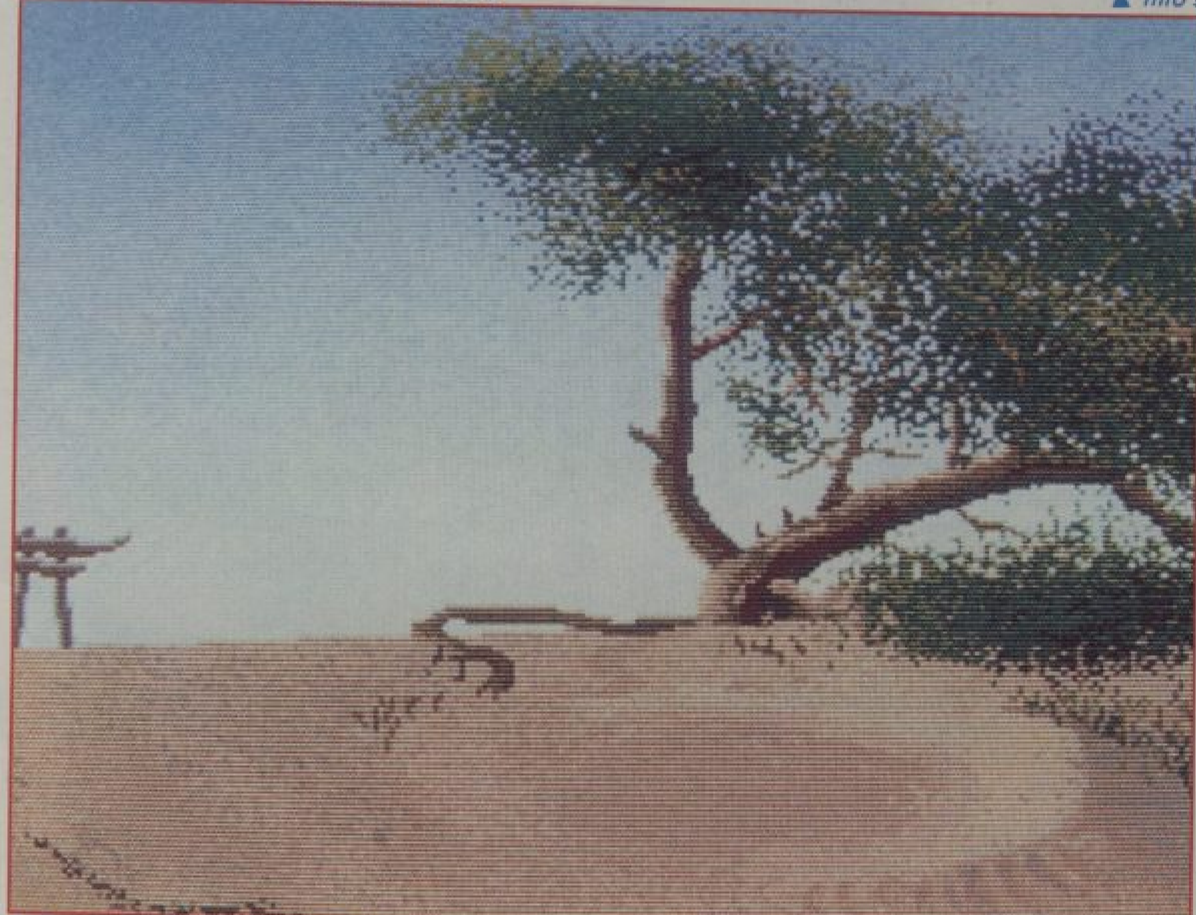


Welcome to another selection of artistic endeavours by *C+VG's* readers. This month we put in the picture J.M. Wood, of Wednesbury, West Midlands (Atari ST); PowerGraphix, of Holland (Amiga); Ian Chandler, Northolt, Middx, (Amstrad); Alan Sheriff, South Godstone, Surrey (Atari ST); and Martin Stevenson, of Worsley, near Manchester (Spectrum). If you want to try your hand at computer art, send the results to *Frame-Up*, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And please don't forget to tell us which computer you have used and the loading instructions.




▲ Shuke and Doode – from J. M. Wood.

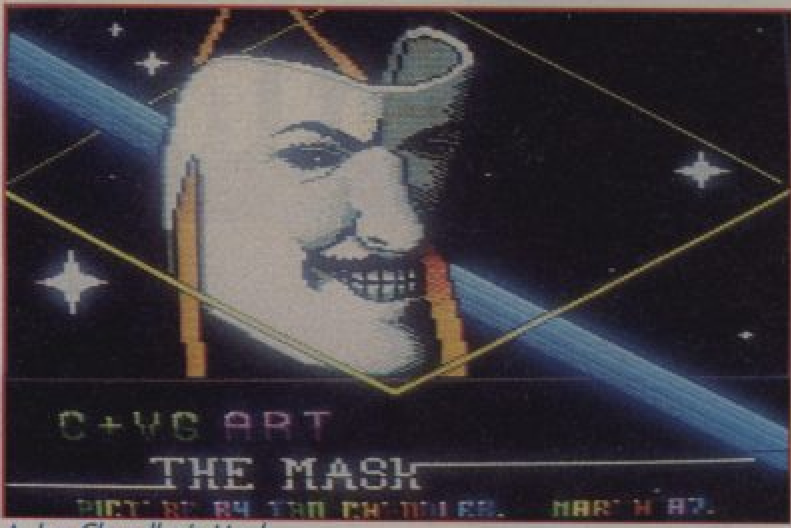

▲ Into space with PowerGraphix.


▲ Landscape by PowerGraphix.


▲ Stonehenge by J. M. Wood.


▲ Animal Magic – again by Alan.





▲ Ian Chandler's Mask.

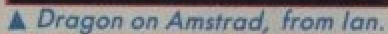
▲ Alan Sherriff's Cartoon caper.





▲ Freddy by Martin Stevenson.

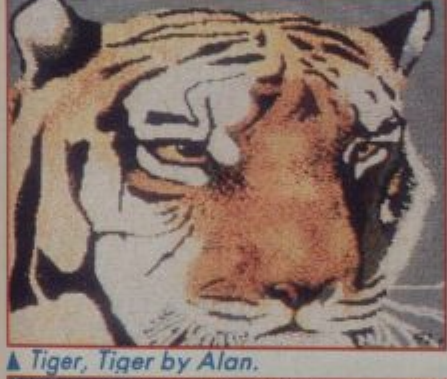




▲ Dragon on Amstrad, from Ian.



▲ Alan's Monster Mask.



▲ Tiger, Tiger by Alan.



▲ J. M. Wood's Grim Reaper.



▲ PowerGraphix's knight and mare.

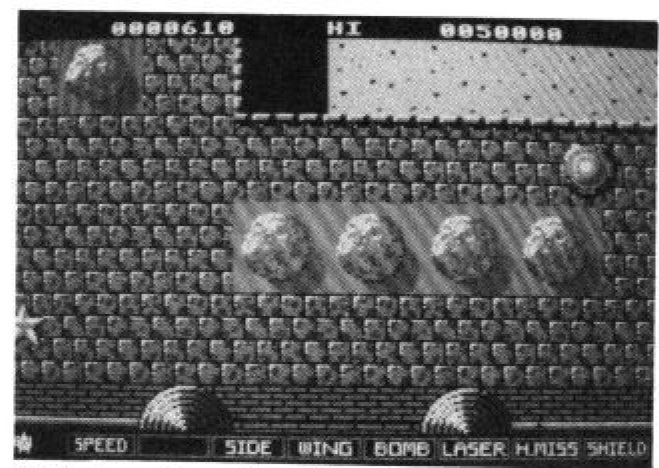


Slap Fight

► GAME: SLAP FIGHT.
► MACHINE: ST.
► SUPPLIER: IMAGINE.
► PRICE: £19.95.
► REVIEWER: LEE.

In a world of rapidly changing fads and fashions, it's nice to see some things never change. The vertically scrolling shoot – 'em – up has been around since the ZX-81 and will probably still be going strong when other genres are long forgotten.

So what does *Slap Fight* have to offer the die-hard enthusiast?. Anyone who has seen the earlier eight-bit versions will feel right at home here. The *Slap Fighter* moves around the screen blasting baddies. Some baddies deposit stars when shot. When the *Slap Fighter* is moved over one of these, a box at the bottom of the screen moves to highlight a new power which has become available to the player. There are eight of these. "Speed" increases the speed of the fighter – there are five levels of speed. "Shot" makes the ship revert to normal firing. "Side" allows the craft to fire sideways. "Wing" can be selected three times and enhances the fire power of the ship. "Bomb" gives the ship the ability to fire bombs. "laser" fires a beam out the front. "Homing Missiles" are very effective; just hit the fire button and missiles home in on all nasties on the screen. "Shield" protects the ship from a number of hits.



▲ *Keep moving and watch for the stars.*

So how does it all hang together in practice? Not terribly well I'm afraid. Basically, despite the five supplied, it's a one life game. If you get destroyed, you lose any special powers you have accumulated up to then.

The backdrops are very colourful although occassionally it meant that alien shots were lost against the backdrop. The fighter itself is well drawn, although the shadow underneath flickered in a rather distracting fashion.

Extra lives are awarded at 50,000 points and each 70,000 there after. There are countless screens (I wasn't going to count them anyway) of blasting – all very much the same. There are even some indestructible nasties every twenty sections or so..

There are plenty of better shoot-em-ups on the ST.

► GRAPHICS	7
► SOUND	5
► PLAYABILITY	8
► VALUE	4

Road Warrior

► MACHINE: CBM 64.
► SUPPLIER: CRL.
► PRICE: £9.95/£14.95.
► REVIEWER: CHRIS JENKINS.

Sometimes you see a game, and it makes you think "These guys really know what they're doing. This is stylish, up-to-the-minute, imaginitive, enjoyable and challenging". Other times, you see a game and you think "These guys must be a few sandwiches short of a picnic. This is primitive, boring derivative and old-fashioned". Guess which category *Road Warrior* falls into. Yup!

If you can imagine a horizontally-scrolling version of the arcade dinosaur *Spy Hunter,* with large, unidentifiable sprites and unimaginitive gameplay, you're halfway to imagining the horror that is *Road Warrior.*

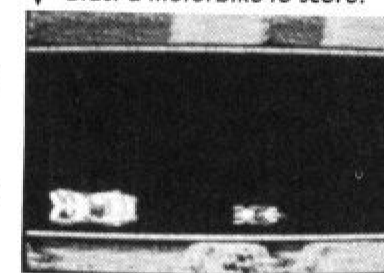
It is the tenth anniversary of the Death Race; each year since 1990, crazy bikers have gone on a rampage of destruction.

You have four cars to choose from – God knows why, they all appear to perform in much the same way. You can also select the colour of the car – single colour sprites, mind you.

Having done that, you lurch into the game. At the top left of the roadway appears your speedometer, at the top right your remaining lives, bottom left your score and bottom right your fuel and the number of bikers you have to ice to complete the level.

The bikers and cars come from behind you – and, on later levels, ahead of you too. If you crash into a biker, you lose fuel, and if you crash into a parked car or a boulder you lose a life.

If you are running short of fuel, you can press the space bar to move to a garage scene. Here, you hold down the fire button to trade points for fuel.

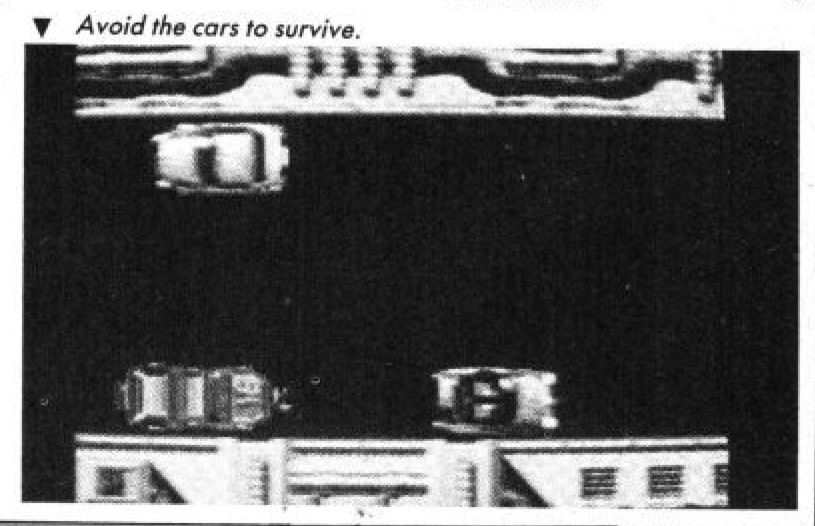
▼ *Blast a motorbike to score.*


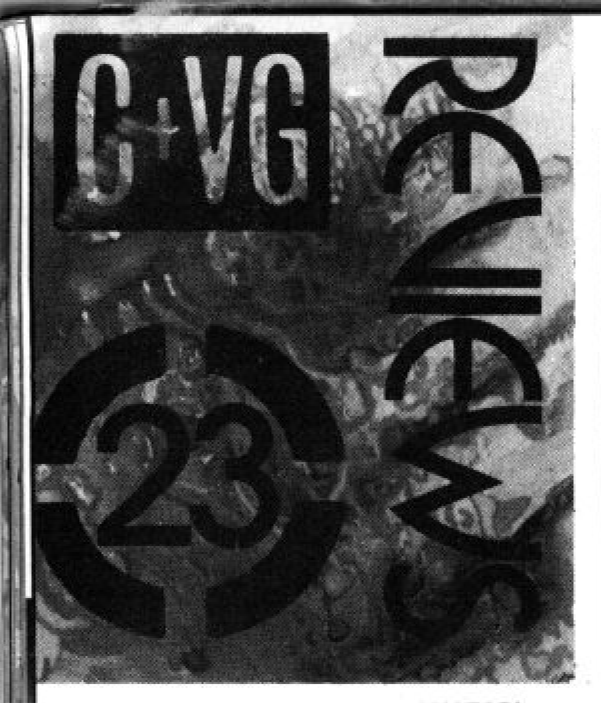
If you are hit a number of times in the front or rear you will lose your weapons. All you can do then is speed along, avoiding obstacles and looking for new weapons which mysteriously appear on the road in front of you. You can also pick up speed-up weapons, but some of the objects are booby-trapped.

The sprites for the extra weapons are so badly designed that you can't tell what they're supposed to be, and some of the bikes are so badly designed that they look like weapons, hence mucho confusion.

This could have been a good game. With a perspective view of the road, smaller more manoeuvrable sprites, better graphic design and some more exciting weapons features, it would have made an excellent budget title. In the absence of any of these, *Road Warrior* is the most bafflingly disappointing full-price game I've seen for months. The fact that you get a free poster with it is little consolation.

► GRAPHICS	3
► SOUND	5
► VALUE	3
► PLAYABILITY	4

▼ *Avoid the cars to survive.*




- ► MACHINE: CBM 64/ATARI.
- ► SUPPLIER: MICROPROSE.
- ► PRICE: £19.95 (DISK).
- ► VERSION TESTED: CBM 64.
- ► REVIEWER: STEVE.



▲ *Celebrating a successful mission.*

Project Stealth Fighter

The remarkable thing about Microprose is that their flight simulators, already the best on the market, get better every time. The F-19 "Stealth", which will come into service with the US Air Force in about 1990, is so secret that very little is known about it. Microprose have used information that has already been published to produce this simulator.

The Stealth fighter is not a wonder-plane. It is a small one-man subsonic jet which can be flown from land or aircraft carrier, and which sacrifices just about everything in flying terms in return for presenting a very small radar return. It is not "invisible" to radar, just very hard to see! This allows it to penetrate deep into enemy airspace on photographic, bombing or air-superiority missions.

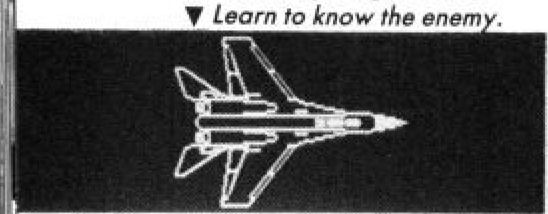
You are offered four theatres of war: Libya, the Gulf, the North Cape and Central Europe, and three levels of conflict: cold war, in which you are most likely to fly photographic missions, limited war, in which you may have to shoot, and conventional war in which anything goes. Enemy response can also be adjusted.

There is quite a difference between penetrating Libyan airspace on a reconnaissance mission against green and badly-equipped opponents and a bombing run into East Germany in the middle of World War Three!

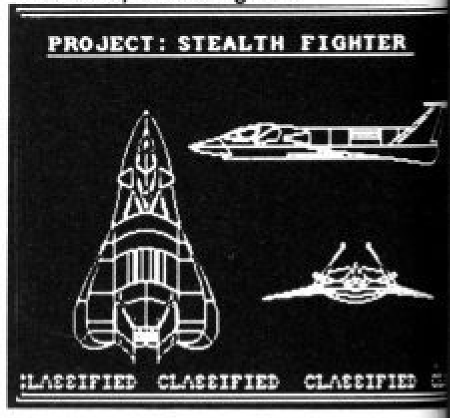
Unlike some other Microprose simulators, this aircraft has to be landed safely. This is, I am told, made even harder than the real thing by the wire-frame graphics. Fortunately when practising you can set the program to accept less than perfect landings! Perhaps the best feature is the ability to save a successful pilot and go to another mission when you've recovered.

► GRAPHICS	8
► REALISM	9
► PLAYABILITY	9
► VALUE	8

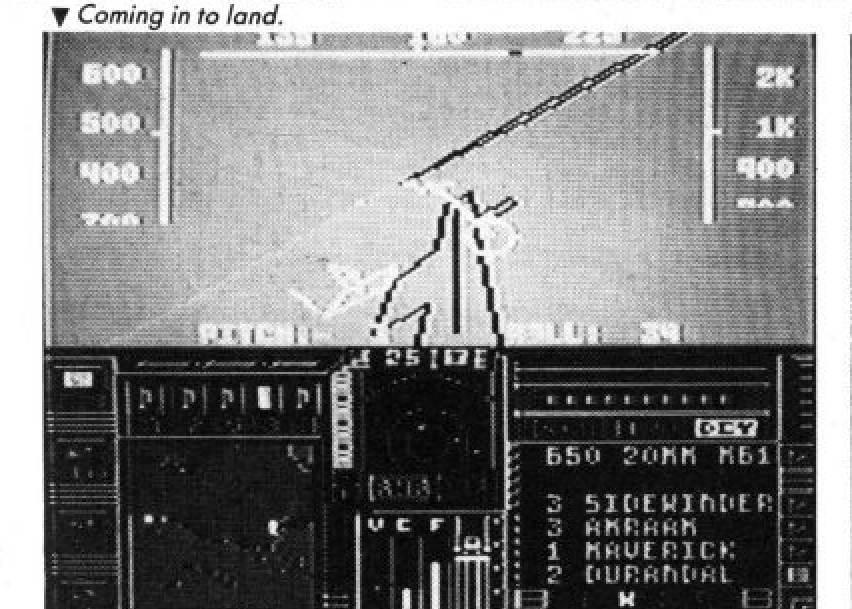
▼ *Learn to know the enemy.*



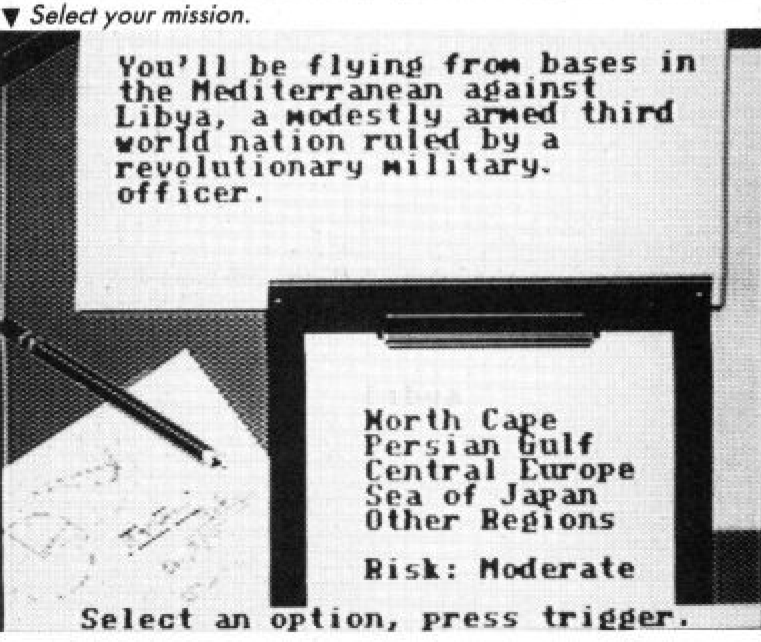
▼ *Your top-secret fighter.*



▼ *Coming in to land.*



▼ *Select your mission.*



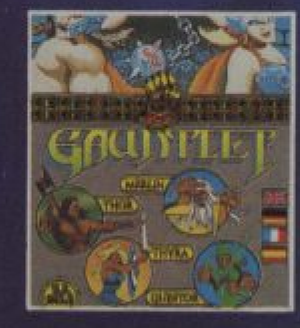
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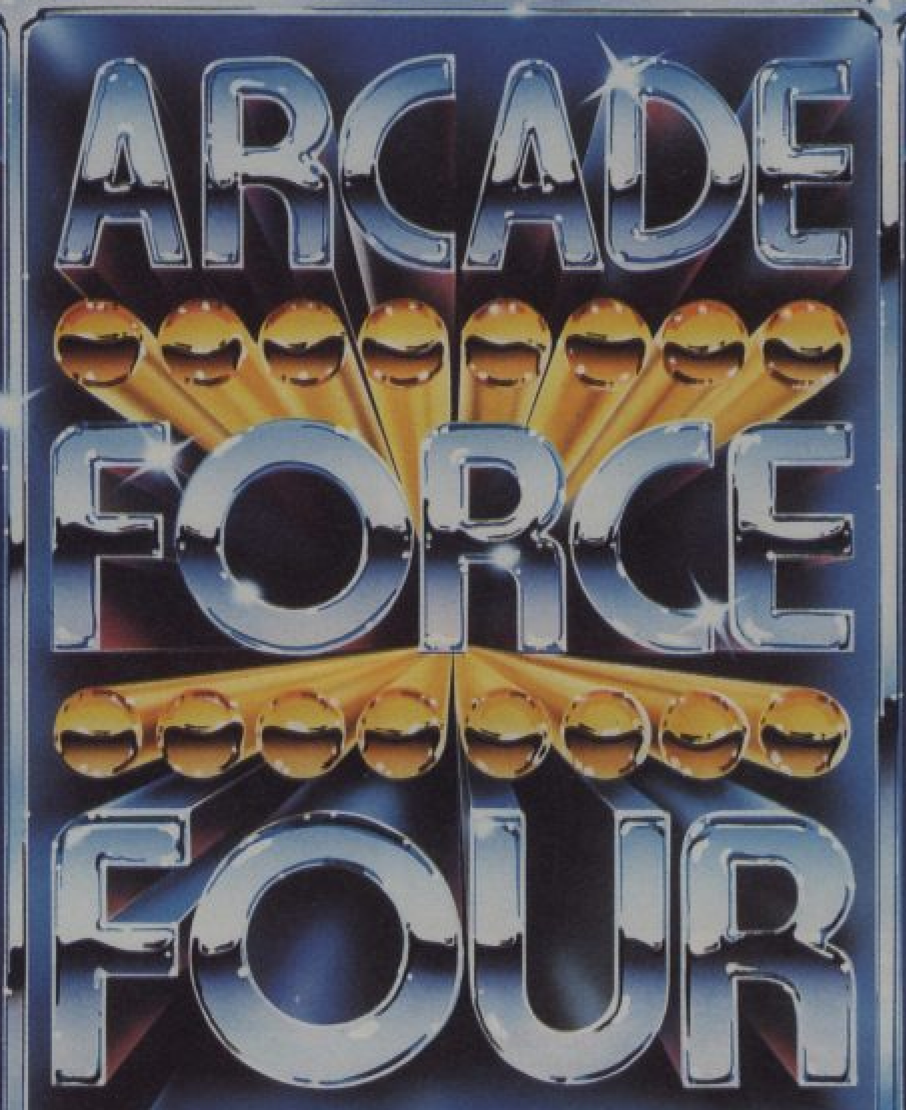
Enter a world of monsters and mazes, follow the paths of mystery and combat, searching for food to increase your health. Monsters and legions of enemies will bar your way. However, they're not your only opponents in this quest for food, treasure and magic potions – the other players are also on the trail of the same good bounty.

ATARI GAMES

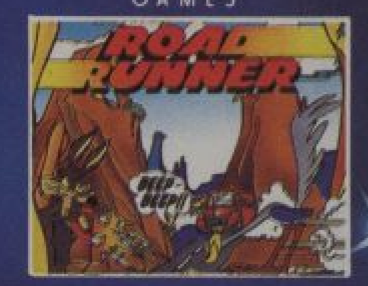


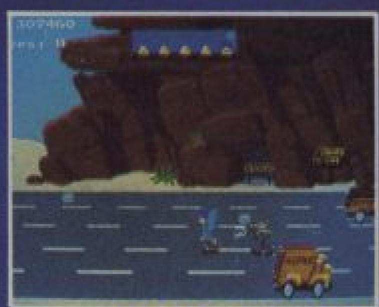






ATARI GAMES

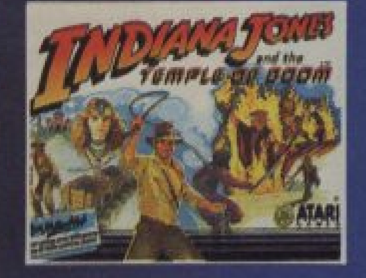




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ATARI GAMES

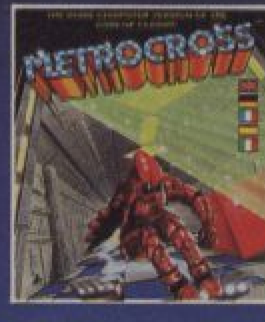




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Adventure Reviews

Beyond Zork

► SUPPLIER: ACTIVISION/INFOCOM.
► MACHINES: IBM PC; ATARI ST; AMIGA C-128.
► PRICE: £19.99 (C128), £24.99 (IBM, ST, AMIGA).
► REVIEWER: KEITH.

With three worthy predecessors sharing its name, *Beyond Zork* should be a roaring success. But it is an entirely different game from any one of those famous three, written not by Lebling and Blank, but by Brian Moriarty, who brought us *Wishbringer* and *Trinity*.

Beyond Zork combines many of the features of role-playing type adventures, with the orthodox text adventure in a way that eliminates many of the features of the former that I find tedious. A role-playing game tends to consist of a series of rather drab dungeon-like locations inhabited by fierce monsters, and much of the game revolves around doing battle with them, rather than solving problems heightened by descriptive text.

In *Beyond Zork,* before play can commence, a character must be set up, choosing from a list of such attributes, and only time will tell whether there is a 'correct' balance of these for success. Meanwhile, I will put up with them, for what follows is, to my mind, a whole lot more interesting than a mere role-playing game. Charged with recovering the fabled Coconut of Quendor, you set out empty-handed, save for a sole zorkmid.





You may journey to nearby Miznia, take a ride on a skyway gondola and witness at first hand the incredibly dangerous jungle. Perhaps a visit to the Magick Shoppe would not be out of place, for the little old woman who runs it, has a wealth of information about all things magick. Strange, I could swear I've seen her before, somewhere . . .

On the other hand, you might take a trip in the other direction, to the famous resort of Accardi-by-sea. There is another specialist shop here, where another knowledgeable little old lady will impart advice on all sorts of deadly weaponry.

Down at the Rusty Lantern, not a mile from where a sailor sits painting a picture of bygone days, there be bandits. Something very strange is being plotted around the blazing fire, and the locals are not at all keen on your presence. One false move, and you could find a dagger towards you.



And there be monsters. Apart from the inevitable grues, you will find rat-ants, crocodiles, a monkey-grinder, and a host of other nasties, including the incredibly resistant cruel puppet, who can annoy you to death with a mere twist of his body. When you come up against a monster, you are drawn into battle with it, by first wielding a weapon, and then attacking with it.

Beyond Zork is not only a different kind of adventure, it has a very different screen layout. A window at the top normally carries the text description of the current location, and to the right of this is a block map, showing locations in the vicinity that have already been visited, and all obvious exits.

How addictive is the game to play? I found it to be one of those rare games that I just kept on and on playing, completely ignoring the deadline for this review until the eleventh hour! After a few 'dodgy' titles from Infocom recently, it is nice to see them back on course, with what is bound to be among their top selling titles. Or will it? Being written in Interactive Fiction Plus, it requires a machine with at least 128k of memory – tough luck, C-64 owners!

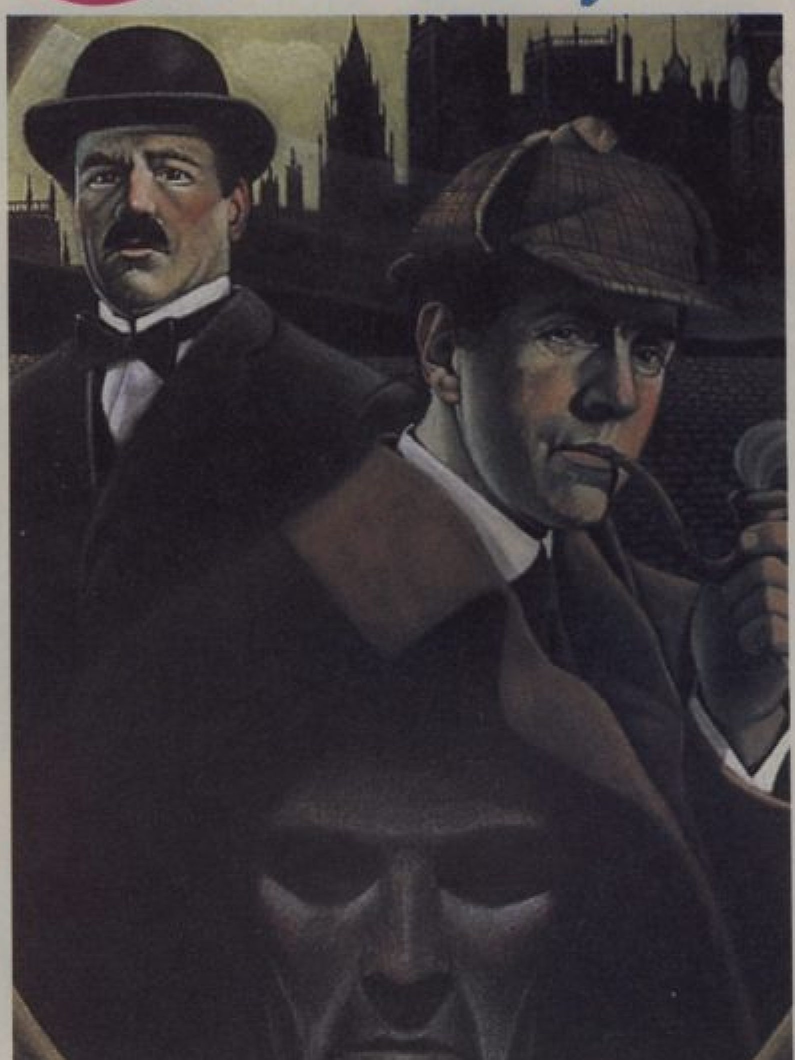
► VOCABULAR 10
► ATMOSPHERE 9
► PERSONAL 9
► VALUE 9





► SUPPLIER: ACTIVISION/INFOCOM.
► MACHINES: C-64/128, IBM PC, ATARI ST, AMIGA.
► PRICE: £19.99 (C64), £24.99 (ST, IBM, AMIGA).
► REVIEWER: KEITH.

Sherlock
The Riddle of the Crown Jewels





The Tower of London has been closed without apparent reason, and the great detective deduces that the Crown Jewels have been stolen before even his important visitor from H.M. Government informs him. Sherlock's task is to find the jewels before 9 o'clock on Monday, for the Coronation festivities. Today is Friday, June 17th, 1887, according to your copy of the Thames.

The only clue left behind by the thief is a sheet of paper on which has been written a number of verses. Not missing a trick, Holmes is certain that the thief knows the way that he thinks, and has deliberately laid a trail for him to follow. He therfore suggests that you, Watson, should decide what to do, in order to fool the thief.

It is not long past 5am as you step out into Baker Street, the thick London fog swirling around you, and the great detective following. After reading the cryptic verses carefully, a quick look at the map of London supplied with the package, gives you a few ideas, and it seems wherever you are headed you have a fair walk ahead – so perhaps a cab . . .?

HAIL CAB is an expression that comes to mind, but it is not the correct one. Not only that, King's Cross Road is NOT your destination, and, thankfully, the game does not understand the word CABBY – although the cabby does say WHERE TO GUV'NOR. However, it seems cab drivers in the nineteenth century were not very well up on London's geography, for they seem to take you to anywhere but the place you want to go. Mind you, you don't have to pay!

Comparisons with that well-hyped disaster of clever programming, the Melbourne House *Sherlock* of some years back, are, of course, inevitable. Thankfully, Infocom's *Sherlock* is not played in real time, although the time and day are displayed on the screen, and time marches on, move by move. The standard Infocom parser and input system are infinitely more user-friendly than that of Sherlock's predecessor, with its tortuous SAY TO LESTRADE "WHY ARE YOU SO DAMN STUPID" form of speech.

But perhaps the most outstanding difference between the two games, is the research that has gone into *Crown Jewels*. Phillip Mitchell's *Sherlock* was set in a laughably imaginary London, where the train to Leatherhead happened purely by coincidence. Mitchell, it seems, hadn't even realised there was such a place when he routed his train there.

Crown Jewels is something out of an American Tourist's dream, and an educational event for the English. The sights of London are all there as you move around, with plenty of text to back things up when Watson decides to have a closer look at a monument or two. The interior of Westminster Abbey comes to life in such amazing detail as Watson walks around examining the tombs, that the player begins to forget he is playing a complex detective adventure.

Written by an author new to Infocom, Bob Bates, there are plenty of those much-loved refer backs to previous games. Watson's pill bottle is padded out with cotton balls, whilst there is a crowd of Nannies surging through Kensington Gardens with their prams.

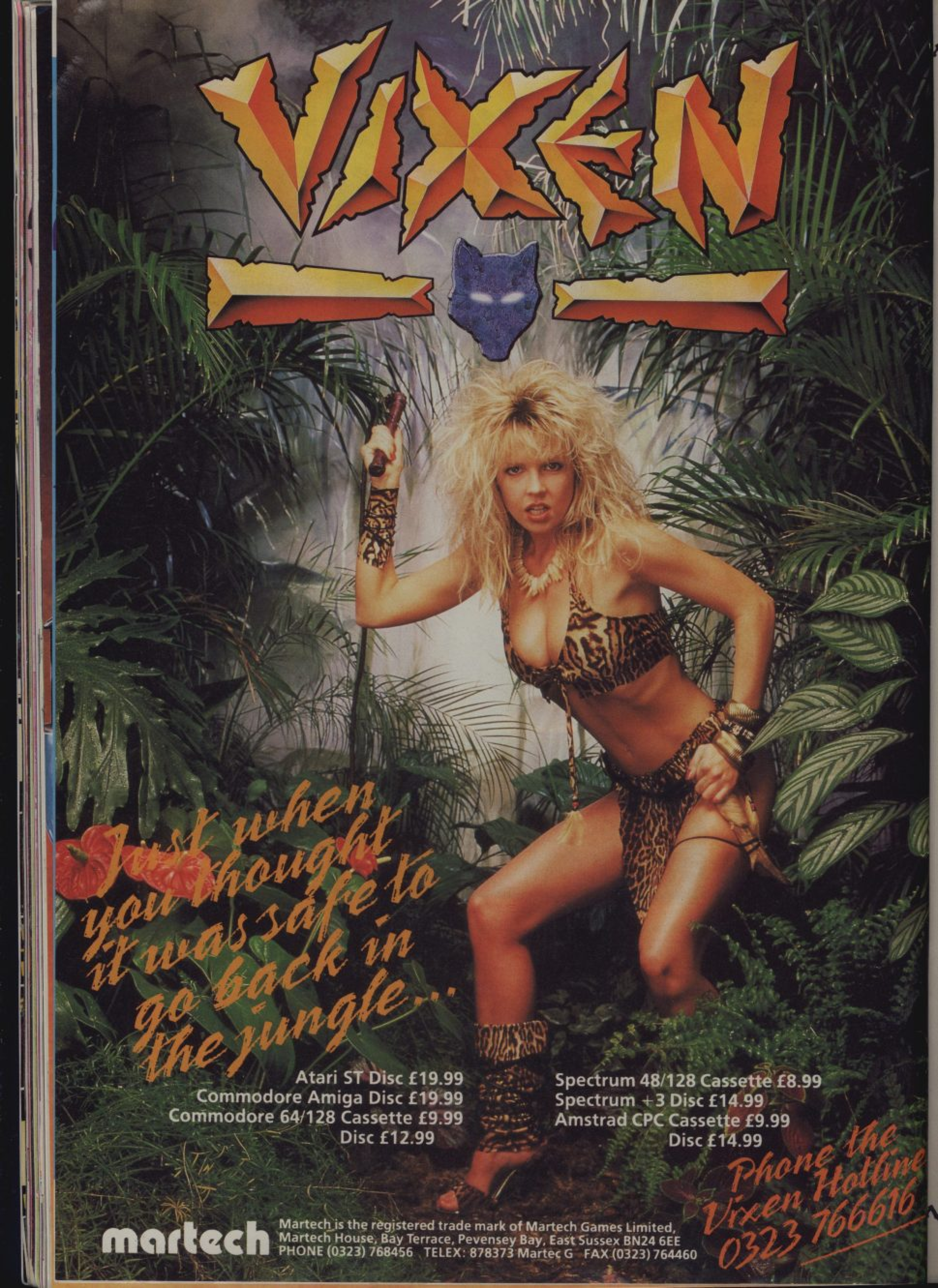
Sherlock is now the third Infocom game to come with built-in Invisiclues, and, hard as I tried, I found them impossible to resist on a couple of occasions. Again, they give away ideas on where you must go, even before you start dipping into the answers. And once in HINT mode, the list of questions presented virtually compels the player to have a look at a few, rather than the particular hint he required.

I played *Sherlock* on a C-64, and bless Infocom for supporting the machine – they have even added windows, as seen in *Trinity*, which display signs and suchlike superimposed over the screen text. But on the 64 things are deadly slow! There is no doubt that if you are a frequent player of Infocom or Magnetic Scrolls adventures, you should be seriously thinking of a 16-bit machine if you haven't already got one. The difference is like making a complicated journey by a series of buses, compared with having a car at your disposal.

Sherlock has all the puzzles and text that go to make a moderately difficult Infocom adventure of the expected standard. The trouble is, it is all made frustratingly easy by the presence of those Invisiclues!

► VOCABULARY 9
► ATMOSPHERE 10
► PERSONAL 9
► VALUE 9




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Wolfman

► **MACHINES: COMMODORE 64/SPECTRUM/AMSTRAD (CASS).**
► **SUPPLIER: CRL.**
► **PRICE: £9.95.**
► **REVIEWER: KEITH.**

There's a lot of nonsense being put around by the pundits, about CRL's line in horror adventures. It seems to be all part of a crusade against sex and violence in computer games – but the criticism tends to treat adventures in the same vein as arcade games of the KILL variety, and the ignorance of the opinion writers shows.

Many classic novels contain their share of sex and violence, but it is the way in which it occurs, and how it is presented, that makes one book a classic, and the next, mere porn. Violence, horror, and sex in an adventure, must be taken within the context of the overall story, and the words in which it is presented. Yet already one national monthly has strongly urged retailers to refuse to stock CRL's latest, *Wolfman* – before their editorial staff has even seen the game!

Wolfman is written with a great deal of sensitivity, and involves the player in solving problems with the aim of enabling the central character to overcome his uncontrollable desire to rip people apart from time to time, when he assumes the form of a wolf.

To be true, there are the inevitable CRL digitised pictures, and whilst I would have preferred to see the game without these, that is not because I am shocked by them. I just don't think they add anything to the game. They tend to be rather samey – blocky little pictures forming rather splodgy dead faces with crimson mouths.

The adventure, beautifully written by Rod Pike comes in three parts. Awaking, after a heavy sleep, you are perplexed when you discover your clothes are ripped and bloody, yet you cannot find any cuts on your person. Things suddenly fall into place when, through the window, you see a group of villagers around the dead body of a girl, who has had her throat ripped out. You shudder as you realise that you were responsible. You determine, once having escaped from this place (if you can) to try to find a cure for the terrible blow nature has dealt you, in making you *Wolfman*.

Your journey takes you far away, and along the way you must find ways to resist your urge to kill – or the game ends in your own wretched death. At one stage, you play the part of a girl, Nadia, who befriends *Wolfman*, and before long, the pair fall in love. Once *Wolfman's* bestial habits have been controlled, the game can continue. Soon, however, Nadia is kidnapped, and *Wolfman's* task becomes twofold: to rescue the one he loves so tenderly, and to find a cure for his own condition. The game itself is certainly worth playing, and the many people who have enjoyed Rod's previous games, should not be put off for one moment by the anti-horror hysteria being worked up over this, and CRL's earlier Jack The Ripper.

► **VOCABULARY**	6
► **ATMOSPHERE**	9
► **PERSONAL**	8
► **VALUE**	8

Competition

If you'd like to win our Commodore 64 copy of Wolfman then read on. All you have to do is send in a werewolf joke.

Send your joke to Wolfman Competition, Computer + Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. The closing date is 16th of May and the editor's sense of humour will have the final decision.

WOLFMAN JOKE COMPETITION

Name....................................
Age.......................................
Address................................
....
Joke......................................
....
....
....

Intrigue

► **SUPPLIER: MIRRORSOFT/ SPECTRUM HOLOBYTE.**
► **MACHINES: C64/128 (DISC).**
► **PRICE: £12.99.**
► **REVIEWER: KEITH.**

International terrorists are suspected to be behind the threat to spread a mystery virus, code named PF13, a crippling offspring of polio and influenza.

Your job, as a private eye, is to find out who's behind it, locate the source, and defuse the bomb that is set to release the virus. But before you can do this, you must have the key of the hideout, and a diagram to disable the timing mechanism. And then there's your partner and brother, Joe. He's been kidnapped, and a phone call warns that you won't see him again, alive, unless you take your people off the case.

There are plenty of suspects, among them FBI Agent Mike Kruger, Ambassador Bahajian, and nurse Diane Hunter, and the various combinations that can go to make up the full solution to the mystery, number over 2000. So each time you play you get a different game.

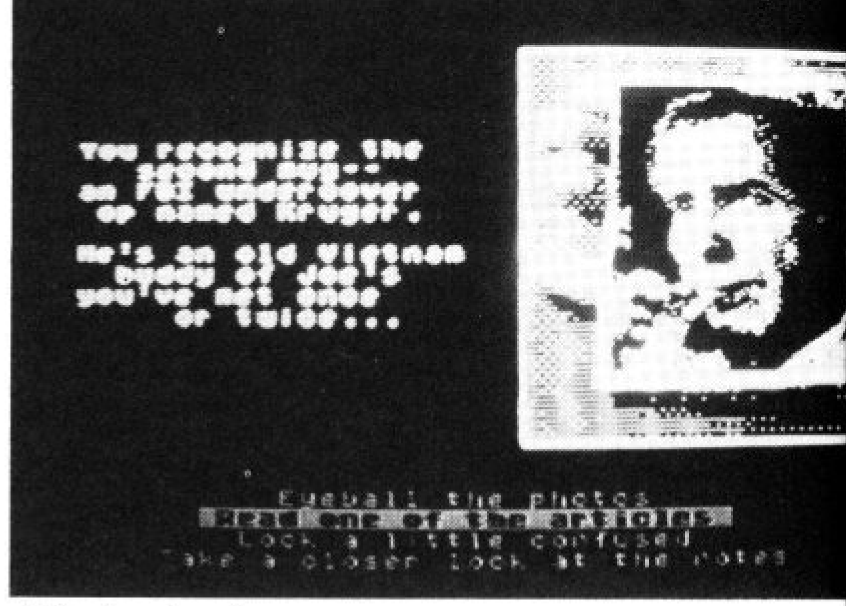
After some preliminaries checking out the world news, and satisfying the program that you have the whole package, you start out on the investigation.

Almost all input can be carried out by joystick, or arrow keys plus RETURN. A cartoon view of the direction in which you are facing is displayed as a narrow strip across the centre of the screen, and can be rotated. As it moves, available commands are displayed above each feature of the picture, and the relevant detail is shown below. Thus you may be viewing the Bull & Bear Bar, with a choice to ENTER, a monument that is possible to SEARCH, and a path down which you can WALK.

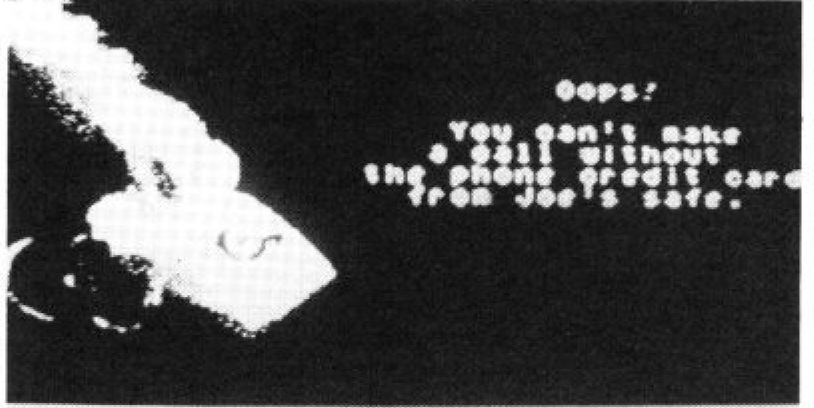
Each movement and selection is accompanied by a few musical notes, which when strung together, go to make up a catchy and addictive tune. By moving around and searching, before long you will come across the PF13 hideout – but it takes more than mere searching to get in.

Talking to other characters can be helpful. After selecting TALK, the disk starts whirring, and a large digitised mug-shot appears on the screen. Below it, are four courses of action to choose from. These tend to guide your actions a little, but don't be fooled by them. They make the game look deceptively easy, which it is not – even when you have chosen the easiest of the three difficulty levels.

If you are chatting to the barmaid, for example, you may perhaps have a choice of buttering her up, asking her about PF13, buying a drink, or smiling at her. Often, a simple action like a smile, will produce more results than something more definite. While you are chatting, do watch the picture on the screen, it reacts in an uncannily lifelike way to your approaches. As the interaction with the character continues, so the options available change, until, usually, your acquaintance terminates the discussion.



▲ *Play it again . . ?*



▲ *Hanging on the telephone.*

▲ *Here's looking at you kid.*

As well as being able to choose between playing a male or female role, you can choose to control the game either by arrow keys or joystick. I would recommend that keyboard input is used rather, since moving the option selection highlight prior to selecting, is much more accurate with an arrow key. With the joystick, it is too easy to overshoot. As well as playing solo, the game provides for up to four players to participate, each controlling his or her own 'tec.

The package includes a card for keeping track of suspects, which it recommends is photocopied for continued use. Strange, then, that the game is protected by information within 'The Little Black Book' that is required during play. Well, while photocopying the card, why not copy the book as well?!

Turn the colour down and the sound up, to enjoy 'a mystery in black and white'. Here is a completely novel game system, with a mixture of cartoon style graphics and digitised pictures, plus some catchy music, that has taken over a year to reach the UK. What a shame! I wonder why!

► **VOCABULARY**	**N/A**
► **ATMOSPHERE**	**7**
► **PERSONAL**	**7**
► **VALUE**	**9**

1 | 2 | 50 | 99 | 100

T E S T D R I V E





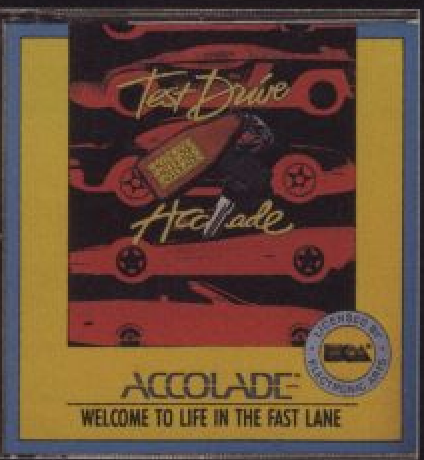


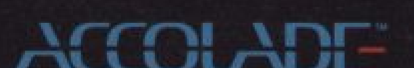


T E S T D R I V E

Test Drive is different – a new standard of driving simulation game. You're probably thinking "that's what they all say". So don't listen to us. Read what Commodore User and Popular Computing Weekly said — "never have I encountered a game where the introductory screens make me want to play the game as much as this one". C.U. "...the graphics are out of this world. For any car enthusiast the game is essential. P.C.W.







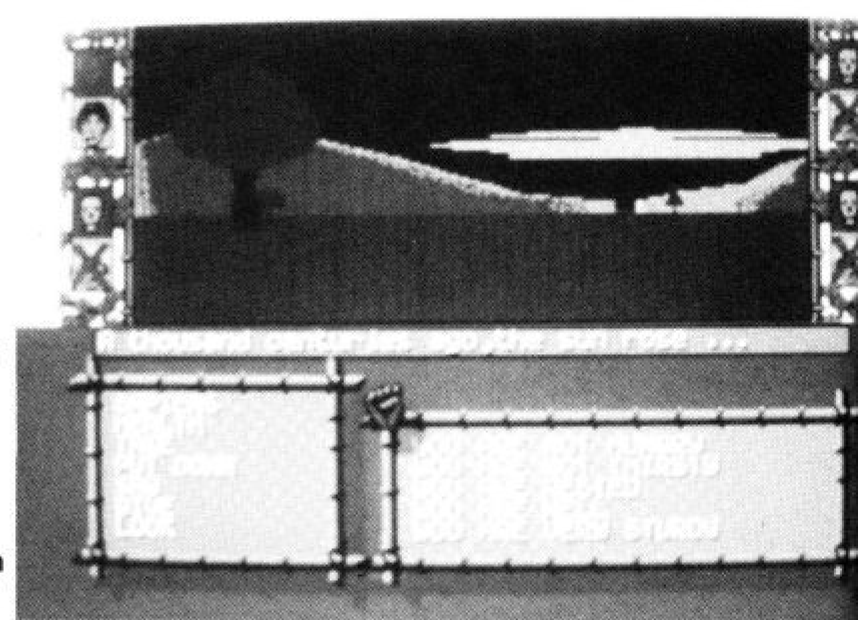
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ELECTRONIC ARTS

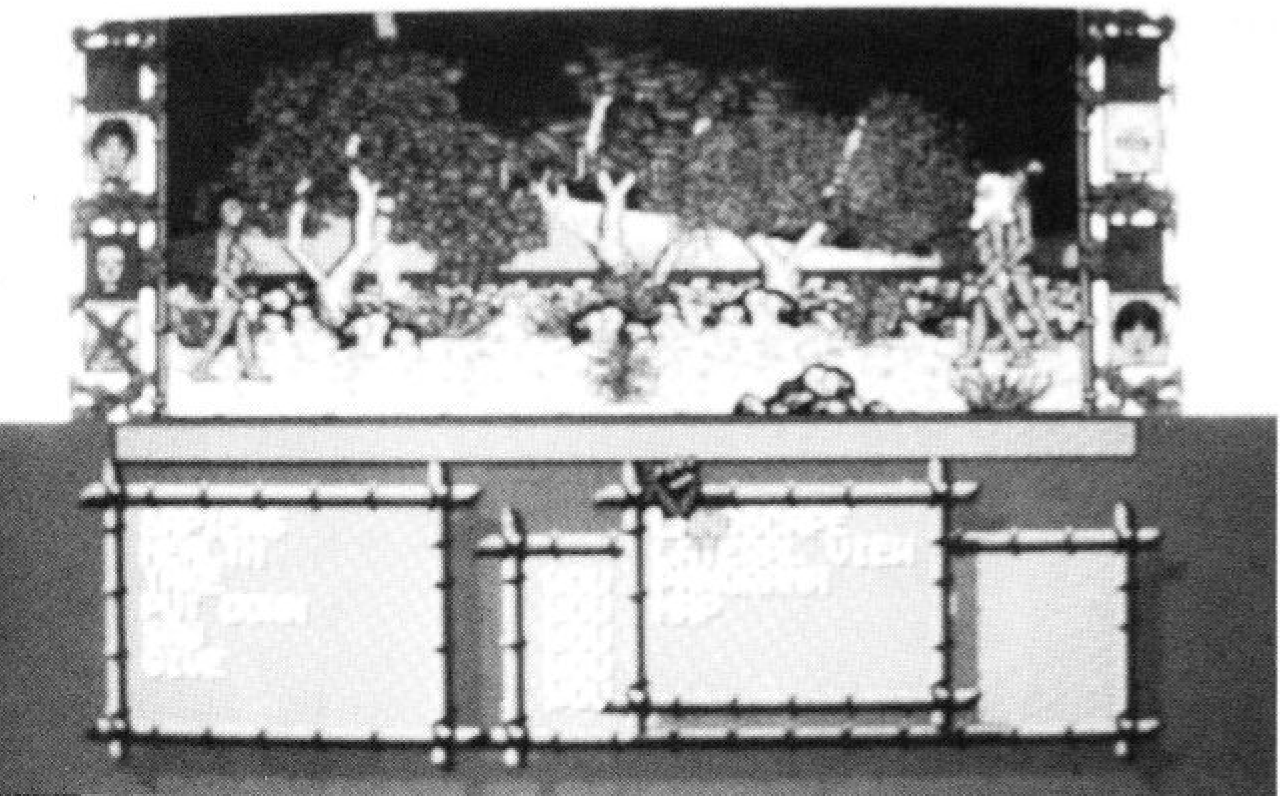
Sapiens

► **SUPPLIER: LORICELS.**
► **MACHINES: AMSTRAD, ATARI ST, IBM PC.**
► **VERSIÓN TESTED: ATARI ST.**
► **REVIEWER: KEITH.**

Since I first set eyes on an Infogrames game, I've always been extremely wary of French adventures. The excruciatingly unplayable *Passengers On The Wind* almost finished me with them for good. But here's a game that is not quite arcade adventure, not quite text adventures, not quite role-playing, and in some respects, not unlike *Lords Of Midnight.* That's not to say it is exactly playable, for 'play' doesn't seem to be quite the word. Let's face it, it IS French and it IS a bit . . . well . . . different. I played *Sapiens* on the ST, and its facilities and mode of play varies considerably between different machine versions.



▲ *Nice view . . . but what about playability?*



▲ *Friend or foe . . .*

About 100,000 years ago, there was Torgan. His tribe was finding food increasingly scarce, and its children, constantly hungry, were becoming diseased. Hognor, the tribal chief, called young Torgan, and gave him orders to go forth and bring back food.

You are Torgan. You can can also be another character, which can be set up from the keyboards, with a name, attributes, and a shape – flat or curvy. And off you go, stepping it out at high speed, across the countryside, with barely a stich on (even over the curvy bits) in search of bilberries, apples, meat, and anything else edible. As you move, controlling your character by mouse, the scenery scrolls by until you meet up with someone.

In your quest, you wil have to befriend people, and this can be done by giving them things. However, what might seem of great value to you, may well be worthless to members of other tribes.

There is that much scenery, it is claimed there are over three million different locations 'obtained by developing alogrithms of fractal vision in perspective'. Hmm - fractal, eh? Well, there had to be a catch somewhere, I suppose.

All this scenery appears in 'wide screen' perspective (see, I'm at it now!) at the top, whilst below, suitably edged windows contain word icons that control the action. A hand with an extended finger is used to select an action, such as SAY, PUT DOWN, (it seems the French haven't discovered the use of DROP yet) CONSUME, and this opens up a window to the right, with a list of sayings, an inventory, or a menu (food type) respectively, for the actions mentioned. Again, the hand is used to select the object.

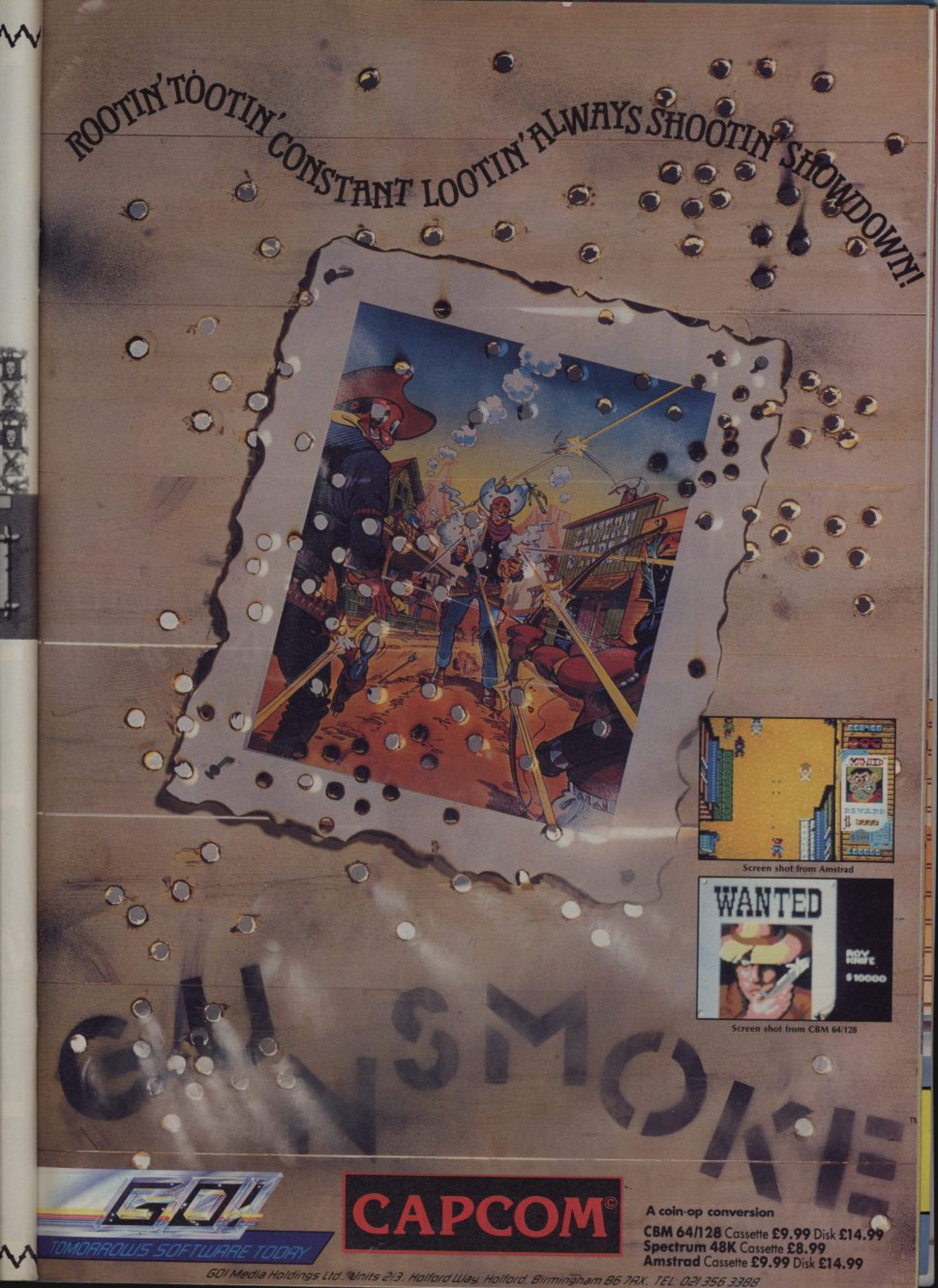
The lists within the windows are scrollable at times when the hand, positioned at the top of bottom of the window, depicts an upward or downward pointing finger.

The pictorial display depends on what is selected after the action LOOK. LANDSCAPE will show a long distance view of the surrounding terrain, whilst PANORAMA will commence with the same view, and then sweep slowly round through 360 degrees. LATERAL gives a picture of your character moving against a much closer background, and is the mode used for all the action. There is also a MAP option, which opens up a relief map window below the main picture. The mouse can be used to zoom in and out of the map.

There is a musical background, which is not too bad, but it is recommended that if you have a MIDI system, you attach it, to save the workload on the ST, and thus speed things up.

Play, as in game play, did not make itself apparent. If there is a 'winning' strategy, or if there are real problems to be solved, I couldn't tell. Things happen infrequently, and the action taken has no immediately effect on progress. It is more a walk through, chatting to people, making a weapon or two, feeding your face, and having a kip. It can go on forever!

► **VOCABULARY**	**6**
► **ATMOSPHERE**	**6**
► **PERSONAL**	**4**
► **VALUE**	**6**



Screen shot from Amstrad

Screen shot from CBM 64/128

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Alone it stands, majestic and proud... the final hope to Earth's savagery and overpopulation... North Star, a glorious space station orbiting serene tranquility, too much tranquility... preparations should be underway for the final evacuation. Communications are dead, scientists cannot be raised... a dreadful gloom overtakes the population... has their last hope gone?

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Amstrad £9.99 Cassette £14.99 Disk
Atari ST £19.99 Disk
CBM 64/128
£9.99 Cassette £14.99 Disk



Screenshots from Amstrad version.



"FROM OUT OF THIS WORLD...

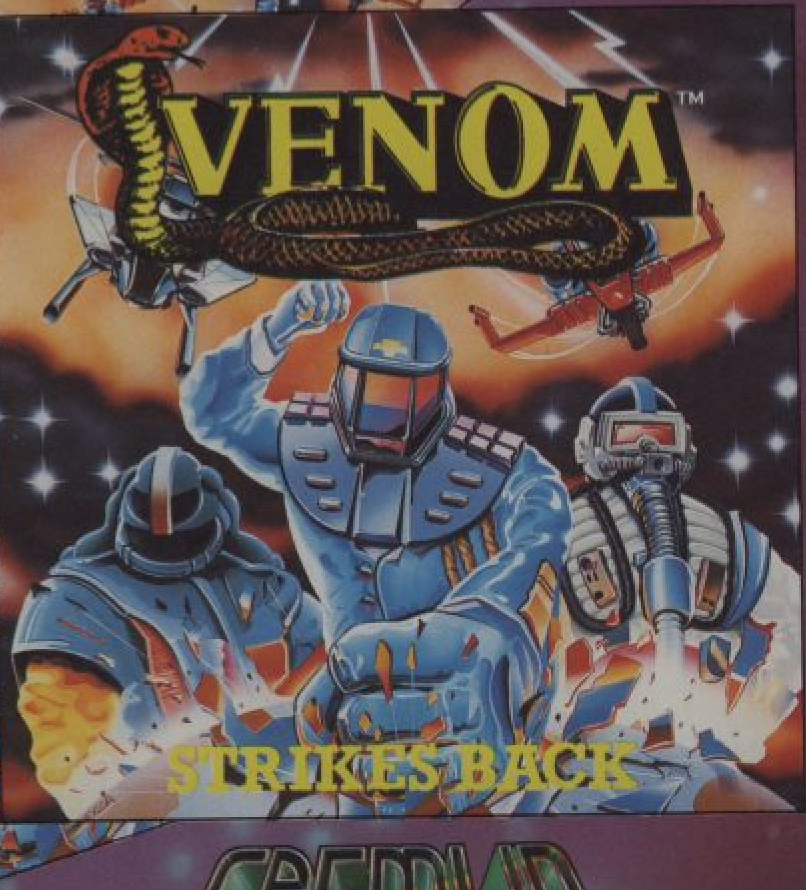


VENOM™ STRIKES BACK

Incoming message on MASK computer – *"We have kidnapped SCOTT TRAKKER and are holding him on the moon. Unless you surrender the entire MASK forces to VENOM you will never see him again."* Signed Miles Mayhem.

Matt is faced with a terrible dilema. To agree to VENOM's demands would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scotts life.

Can you as Matt Trakker rescue Scott and return him safely to Earth?



Screenshots from CBM64/128 version

Spectrum 48K £7.99 Cassette
CBM 64/128
£9.99 Cassette £14.99 Disk
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MSX £7.99 Cassette

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Adventure Zone

Helpline

Allan Phillips regularly sends complete solutions and tips to the Helpline, so it was with great regret that I was unable to help him out on a few clues for *Venom.* He has found the milkberry, but can't work out what to do next. So what did he do? He got smashed, and now he can't get the medical key from the Colonel, and he can't get the pearls from Hotlips.

Out in the cold is **Peter Burns** of Swansea. Trapped in a cavern in part two of *Frankenstein,* he has the ice pick, but he dies of cold - how can he thaw out?

Kent Aylett of Shoreham by Sea is looking for a spade in dungeons five and six of *Knightmare.* He wats to help the old man, but has tried everything possible and can seem to get nowhere.

Paul Hardy of Sheffield is having difficulty settling his bills! He doesn't know how to write a cheque! Perhaps this is why he is reduced to repairing his car – or, rather, trying to, but with little success. All this is in *Football Frenzy.*

Where is the computer tape, in *Kwah,* asks **Jonathan Marshall,** of Ealing. A simple enough question, but here is one with a difference from **G. D. Lacey** of Birmingham: "Do you know anyone who has bought any Atari ST sortware at £20/£25 a time? I think they are really overpriced, and think people will just pirate them." Do they? Do you?

Celia Taylor offers help to **Mike Rowe,** who was recently having problems with *Shard of Spring.* "Mike probably doesn't know all the spell," she wrote. "One part is found in the Rebel Hideout in the mountains. You find it quite by accident, and then have to find four secret doors. The other part is in Tower 7 on the island, near the gatekeeper's cottage. The complete spell is DAZA REVELI."

Send your adventure problems - and answers! - to me at the Adventure Helpline, and **Paul Coppins** (yes, that adventure know-all is still about!) and I will try our level best to help you out!

For her help this month, **Celia Taylor** wins one year's free subscription to the Adventurer's Club Ltd. She follows on from **Mark Kerr,** of Newcastle, who was awarded last month's prize. There could be an ACL subscription coming YOUR way, if you write an interesting or helpful letter, or demonstrate an overwhelming interest in adventures. There are only two rules for you to qualify - you must not ask to be awarded the prize, and you may only win once. If you are already an ACL member, you are still eligible, and your membership will automatically be extended by one year if you win.

We at *C+VG* are very aware that our overseas readers are often left out of the running for competitions, as the magazine often arrives more than one month after the closing dates, in some countries. In the Adventure Zone, things are different! THE ACL subscription is an ongoing prize. There is no closing date, and overseas readers have been well represented amongst the winners.

In August, **Marco Andreoli** from Turin won the award. In October it was the turn of **Kostas Pollizos** from Athens, and December saw **Marco Balvers** of Kaatsheuvel in Holland receiving his first Dossier. "Thanks to you, my interest in adventures has risen again, and I'll immediately make contact with the Adventure Club," he wrote. 'I'm already ordering four new adventures via ACL, and I also ordered some back issues of the Dossiers/ So you can see that I'm going to be an active member, and your prize isn't wasted on me!"

A character called **Gavrok** has jsut rediscovered the delights of adventuring. For many moons, *Adventureland* lay in **Gavrok's** drawer, until at approximately 2pm earth time, **Gavrok** fished it out and resumed adventuring. **Gavrok** still thinks that Scott Adams is the best adventure author there is. And he agrees with *The Fiend! "The Fiend* is right," thought **Gavrok** when he returned home to base after walking round the shops of Cardiff looking for a new adventure game. **Gavrok** couldn't find one. **Gavrok** is contemplating writing "Quest for The Adventure Game" on his GAC.

I asked what you thought about *The Fiend.* **Gregory Quin** of Portadown, N.I. has some definite views: 'Sometimes *The Fiend* can be a right pain, and sometimes he has good things to say. But I must admit that I agree with **Lee Hodgson** of The Essential Myth when he says you should give more space to the small companies. I myself have been a great fan of this 'independent' stuff for a long time, and in fact most of my adventure collection is made up of this.

"I personally think that a lot of the major mags like yours tend to spend more time and space on the 'Big Boys' of the industry then you do on the people who work from their front rooms using adventure writing utilities."

Interesting point, Greg, but I tend to disagree. Firstly, 'little boys' tend to become 'big boys' eventually, if they are good enough. Secondly, our duty to readers is firstly to advise them about software that is most readily available.

Help cam this month from: Paul Hardy, Sheffield; Hugh Walker, Guildford; Jonathan Marshall, Ealing; and Aran Johnson, Leeds.

FOOTBALL FRENZY:
Examine the desk three times!

VENOM:
Gold is needed to enter the palace.

RIGEL'S REVENGE
Give the dog a bone, and escape the robotank after a short wait.

JINXTER:
Burn the bread!

SOULS OF DARKON:
Attack Kraytor with the star, then strike fork on Kraytor to smash him.

REDHAWK:
Throw the magnet at Techno.
Deliver the gloves to the scientist.
Give the pink tube to Lesley.
Sell photos of criminals to the editor, for more money.

WOLFMAN:
Try two-word input on the mirror.
The lock is not numerical, nor is it rotational. Just push you luck a bit!

LURKING HORROR:
Where to find the next problem can be a problem. Concentrate on getting through the arch, and handing the urchin a fright. Then deal with his family.

KNIGHT ORC:
A quick trip at the crossroads, and a poignant stab, will yield two lengths.
The thorny hedge presents a welcome problem.

KENTILLA:
Show the mirror to the Karush.

STOLEN LAMP:
But a carpet, read a message, and fly north.

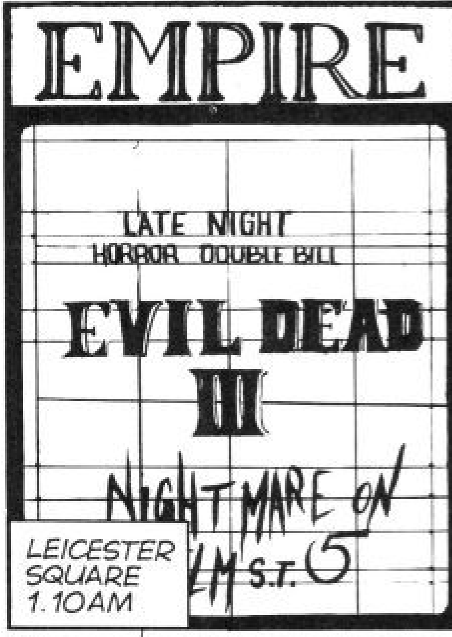
SHUK + doode

ART: SIMON HARRISON
SCRIPT: SIMON HARRISON & TIM CROWFOOT
LETTERS: IVOR WIGGETT




















BAD CAT
"The graphics used are of a high standard, the events original and the sound is superb." ST USER
Screen shots from Amiga version.
Its the year 1984 and Los Angeles prepares for the Olympic Summer Games. The dignitaries and celebrities prepare their speeches, and await the huge crowds expected to attend. Beware there are still the straying city-dweller cats - despised by all. The infamous cats are well known for they are planning their own competitive games. Will Bad Cat live up to his name?
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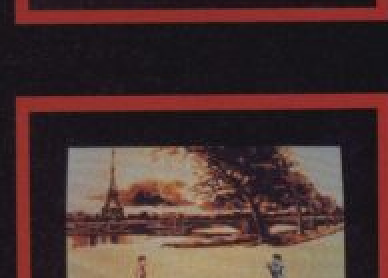


Bob Winner

Initiating his internal computer, Bob Winner, android No. 0, could at last breathe again . . . New York . . . the Docks were deserted . . . or were they? No! The OTHER ONE was there . . . one of the men sent to destroy him . . . He had a mission to complete, but first he needed to find the weapons to defeat his opponents. A gun-fight, a boxing bout, a kick fight. But that was not all. He knew he would have to overcome many other obstacles. The quicksand and marshes, the giant wasps he knew would attack him.

Strength alone would not suffice. He needed intelligence and wits if he was ever to reach the secret temple . . .













AMSTRAD/ATARI SCREENSHOTS



AVAILABLE ON:

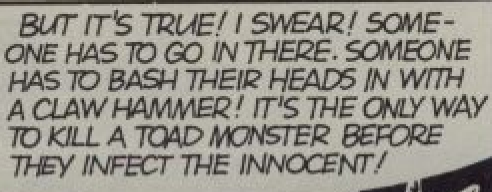
SYSTEM	FORMAT	PRICE
Commodore 64/128	Cassette	£9.99
Commodore 64/128	Disc	£14.99
Amstrad/Schneider	Cassette	£9.99
Amstrad/Schneider	Disc.	£14.99
Amstrad PCW		£19.99
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THERE ARE POISONOUS TOAD MONSTERS IN THE CINEMA! I'VE SEEN THEM! THEY'RE SMALL AND HIDEOUS AND DRESSED IN UN-FASHIONABLE CLOTHES! THEY GRIN! THEY LEER! THEY STOLE MY POPCORN!
EXIT
UH-HO...


WESTLERS HOT DOGS! THEY'RE CHUNKY! BITE!... AFTER BITE!... AFTER BITE!


BUT IT'S TRUE! I SWEAR! SOME-ONE HAS TO GO IN THERE. SOMEONE HAS TO BASH THEIR HEADS IN WITH A CLAW HAMMER! IT'S THE ONLY WAY TO KILL A TOAD MONSTER BEFORE THEY INFECT THE INNOCENT!


GET THE MANAGER! QUICK! GET THE MANAGER!


WESTLERS HOT DOGS! GET THEM! WHERE YOU SEE THIS SIGN! MOOOOOOO!


GET OUT YOU CREEPING SPLATTER MOVIE FREAK OR I'LL CALL THE OLD BILL!
YEAH! PUSH OFF!
POPCORN
ERK!


DAMN THESE WEIRDOS! IF IT WERE UP TO ME I'D HAVE THEM ALL FLOGGED TO WITHIN AN INCH OF... AK!




HOT DOG! HOT DOG!
AAAAIIEEE!!


BLEAH!
LET'S JUST SMASH EVERYTHING!
EXIT
STOMP!
POP CORN
KOFF! HAK!
POPCORN



FAR AWAY IN A LAND
WHERE TIME STOOD STILL ...
... A SUDDEN ROCK-FALL
THREATENS TO KILL OUR HERO
ARGHH!!
WHERE TIME STOOD STILL
GAS
SPECTRUM 128
CASS £7.95 DISK £14.9
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+ COMPATIBLES
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DANGER LOOMS EVERYWHERE!!
OH NO!!
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SHAFTESBURY AVENUE. 1.20AM
. . . CHARGED WITH AGGRAVATED ASSAULT AND DESTRUCTION OF PRIVATE PROPERTY. THEY WERE LAST SEEN FLEEING LEICESTER SQUARE ON A STOLEN MOTOR-CYCLE. SUBJECTS ARE DES-CRIBED AS COSTUMED CHILDREN. APPROACH WITH CAUTION. SUBJECTS ARE UNNATURAL AND SAVAGE. ALL UNITS PLEASE RESPOND.
LEICESTER SQUARE? THAT'S NOT FAR FROM US..
IT'S DISGUSTING! THESE KIDS NOWADAYS, NO RESPECT.
WHAT THE HELL!... THAT'S OUTRAGEOUS! NOBODY DOES A HUNDRED AN' TWENTY IN CENTRAL LONDON AND GOES UNPUNISHED! NOBODY!
VRRROOAAAAR
OMYGOD! THEY'RE PULLING OFF THE ROAD! THEY'RE DRIVING ON THE PAVE-MENT! WHAT IF THEY HIT SOMEONE?...
EEEEOOOOO
WHAT IF THEY HIT A TOURIST?
SHUT UP! THIS IS VICTOR BRAVO ONE. WE ARE IN AN UN-MARKED CAR IN HIGH SPEED PURSUIT OF STOLEN MOTORCYCLE. PLEASE ADVISE!
PHOTO
CAFE
GIVE WAY
OOOEEEEEEOOOOOO
FOOM
LITTER
SCREEEEEECH!
BEER
THEY'VE CLEARED SHAFTESBURY AVENUE! NOW HEADING TOWARDS CHARING CROSS ROAD! GET ME SOME BACK-UP, GET ME A ROADBLOCK!
THANK YOU MR POLICEMAN, YOU'VE BEEN MOST HELPFUL...
WHO THE HELL WAS THAT?
I THINK WE'RE BEING FOLLOWED!
ONE WAY
EEEEOOOOEEEEEEE
FOLLOWED? US? BUT WHY?

SOMEONE WAS LISTENING IN! SOMEONE MUST HAVE STOLEN A POLICE RADIO! W......

FORGET THAT! PULL OVER, YOU LITTLE SOD!







WOOMP!

TOTAL CARNAGE!... ...BIKE EXPLODED ON IMPACT!.... GET A FIRE CREW.. KILLED INSTANTLY!...

THIS TIME THEY'VE PUSHED THEIR LUCK TOO FAR...

23 INJURED OFFICERS, 2 MISSING SUSPECTS. DIDN'T HAVE A CHANCE. THE DOMINION IS BURNING, CALL REID! CALL INSPECTOR REID! LONDON'S BURNING!

Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And have I got some goodies for you this month, including the latest offerings from TSR and Standard Games, a look at live role-playing and your letters.

FANTASY

Viking Raiders

► SUPPLIER: STANDARD GAMES.
► PRICE: £11.50.
► REVIEWER: WAYNE.
► COMPLEXITY: NOVICE TO EXPERIENCED GAMER.



Over the years Standard Games has built up its well respected and deserved reputation by releasing high quality, easy to play and entertaining board games for the beginner. By releasing *Viking Raiders,* I feel that the company will only add to it.

The game has quality stamped all over it. For your money you receive two large, high quality, full colour playing pieces, a well moulded ten-sided die, six highly detailed large ship counters, a rulebook, two reference sheets and a counter tray.

The maps are up to Standard's usual standard *(sorry!)* and depict a shoreline, which includes bays full of shingle, outlook posts and seaside buildings. One map is totally set aside for those many sea battles you will no doubt want to play. The playing pieces are colourful and each one has an individual title. They show the four stages of health your characters can be in, namely; healthy, wounded, stunned or dead. The counters also represent various classes of characters; mounted nobles, beserkers, peasants, archers, as well as animals like pigs and goats!

However, the one item that caught my eye was the rulebook. It explains in straight forward english the historical background on which the game was based, giving highly detailed definitions of the Vikings and their adversaries, the Anglo Saxons. You not only get info on their lifestyles, tactics and attitudes but you get a breakdown of their warrior types, from the Viking Beserker to the Saxon Huscarl.

It is obvious that a lot of time and effort has gone into creating and marketing this product. Beginners will find it highly enjoyable and the more experienced games out there will be able to enjoy the swiftness and speed of the game, as the longest this game will take to play in one session if just over an hour.

If you and your friends (the game is designed for two people but more can play if required) ever fancied getting involved in the ferocious war between the Vikings and the Anglo Saxons, then this is the perfect chance to do it at a price you can afford!!

► VALUE	9
► PLAYABILITY	8
► PRESENTATION	10
► DEPTH	8

Realms

► SUPPLIER: T.S.R. INC.
► PRICE: £8.95
► REVIEWER: WAYNE.

T.S.R. has tried to distance themselves from the publication of Scenarios over the last few years and with the release of "*Forbidden Realms*", they have finally severed all their old ties and gone off in a new, exciting direction. However, it has not been easy.

Over the years which T.S.R. has traded, it has released a mixed bag of scenarios covering everything from basic *D+D* to *Conan The Barbarian*. Some of them were great and some of them were awful, but they all had one thing in common – there was a complete adventure ready, and at hand. The enthusiastic G.M. would pop in their local hobby shop, have a good mooch round and spend a few pounds on an entertaining looking scenario. Then they would take it home, read it thoroughly so they knew it backwards, and then play it with their R.P.G. group, only to find that some of the time, for an unexplained reason, it went down like a beef sandwich at a vegetarian supper! The reasons for this were many but more often than not the main problem was that the scenario did not fit in with the overall existing campaign. T.S.R. has obviously thought about this problem in great depth and decided to tackle it form a new angle. They have come up with the solution in the form of a "Campaign Set" and I am pleased to report that the solution works!

Realms contains everything you need as a G.M. to run a high quality *AD+D* or *D+D* campaign. For a start there is the 96 page "D.M.'s Sourcebook Of The Realms" which covers such areas as setting up campaigns, running adventures, introducing unique situations, the use of

RoLe PLAyINg

new magic user spells (which are quite good!), creating a campaign for new players and one-off special encounters. There is also a large chapter dedicated to selected N.P.Cs of the Realms and what a chapter it is. There is approximately 75 N.P.Cs of a wide ranging variety, who are described in such a depth that the information even covers their nicknames and dates of birth. Add all this to a load of recent news and rumours in the realms plus a couple of backgrounds for some design-it-yourself adventures and you can see that you are in (including three different alphabets!), currency details, gods, special regions of interest, details of the races they are likely to meet, descriptions of mages' sigils and . . . well the list is nearly endless.

There are also four superbly drawn and printed maps which are huge!! Two of them combine to give you an overview of the *Realms,* whilst the other two give you an enlarged view of the initial campaign area from the sword coast to the inner sea.

Designers Ed Greenwood and Jeff Grub must have built this



for a great read, let alone a great campaign.

Whilst you are reading your D.M. sourcebook, the players are going to sit around twiddling their thumbs right? Wrong! You can give them the 96 page "Cyclopedia of the realms" to get tore into. This is a book that mostly contains general and known information that the players can have access to. It is rich in rumours, gossip, classy descriptions and knowledge common to the players' characters. Amongst its contents are details of the yearly calendar, the various languages spoken in the realm project our of a labour of love. No detail, no matter how small, has been overlooked. And this is where my only criticism lay. The actual volume of knowledge is overpowering.

Apart from this minor gripe, I can wholeheartedly recommend this product. It is an essential purchase if you play *D+D* or *AD+D* and even if you don't you will find it easily adaptable to any other system that you may play.

► **PLAYABILITY**	**8**
► **VALUE**	**9**
► **ROLEPLAYING**	**8**
► **PRESENTATION**	**10**

Live Role Playing

Last month I explained The Labyrinth's combat system and how it works. In response to this, I have received quite a bit of mail asking me to explain the use of armour class in their system and what this entails. So here are the answers to all the enquiries that were made.

The main reason for wearing armour is because it reduces the damage your character takes when it is hit by nasties/monsters. The armour class (see below) is subtracted from the striking weapons damage when the referee tallies up your position in the "Time Out" phase. Therefore the higher the Armour Class, the better the defense!!

All blows will do at least one point of damage though, regardless of what type of armour your character wears, as this represents the brusing damage a character receives in combat.

Below is a table of types of armour that is available and the respective armour class rating it carries.

Therefore you can see that if your character is hit with a sword that does a damage of six hits per blow and you are wearing Hard Leather Armour of armour class two, then your character will only take four hit damage per blow.

A first level character starts with no armour, but if it progresses and manages to earn enough money to buy some, there are a few things the intrepid adventurer should bare in mind!! First of all, the first three classes of armour (AC1 to AC3) are not actually worn by the character, it is just assumed that you do so. However, armour that is Ac4 and above, HAS TO BE WORN!! This is called "Physical representation", and it basically means that you have o actually wear the armour you obtain. As you can imagine, mastercrafted armour requires totally genuine (and often very expensive in real terms) physical representation and you have to sacrifice your speed and agility for your ability to absorb punishment. Furthermore a new suit of ordinary armour is considered to be worn out after ten adventures. Mastercrafted armour has 20 such uses before wearing out, but it should be noted that if mastercrafted Physical rep is not worn for some reason, it suffers two uses per adventure.

Armour class can also be raised by the use of certain magic items, spells, miracles and even by certain natural skills that enhance or duplicate physical armour class.

That's all for this month I hope to have some reports from a different type of adventure and some pictures, too!!

ARMOUR TYPE	ARMOUR CLASS
● Soft Leather Armour	1
● Hard Leather Armour	2
● Studded Leather Armour	3
● Chainmail	4
● Mastercrafted Chainmail on Plate Armour	5
● Mastercrafted Plate	6
● Mastercrafted plate over mastercrafted chain	7

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FANTASY ROLE-PLAYING

Talisman

► TALISMAN TIMESCAPE: EXPANSION SET.
► SUPPLIER: GAMES WORKSHOP.
► PRICE: £7.99.

This is the fourth expansion set G.W. has issued for its best selling boardgame *Talisman* and it is also their worst!!

For those of you who are not familiar with the original game, *Talisman* is a role playing boardgame of sorts, which is good fun to play. I have had some very enjoyable games of *Talisman* in the past and these have included games which have used the earlier expansion kits. However, with this latest release you are left bares an uncanny resemblance to Harrison Ford, an alien that looks like the most famous cinema alien ever and you will have 90% of the tokens.

I liked the original game because of the originality of the idea and the concept behind it. However, now we are getting recycled and rehashed ideas from G.W's other offshoots all mixing together in a substantial proportion of G.W.'s games. It is clear that the designer, Frank Bourque, didn't exactly tax the old grey matter when he designed this product, as it has all been done many times before. Given a little spare time, I could have designed this expansion kit and I have no doubts that you the reader, could do.

The Talisman's one redeeming feature is the board.



wondering if G.W. has run out of ideas.

The reasons for this is that when you actually look at what the box contains, you find that there is very little original material. Most of the characters have been copied from G.W's other games, whilst a few film favourites have been added in for 'Variety'. These have then been combined with a few gimics that have been seen before in various comics and lo and behold we are supposed to arrive at a *Talisman*, sci-fi add on. For example, take the same space armour, a space marine and an Astropath from *Warhammer 40.000*, various armourment gimmics from *Rogue Trooper*, the *Chainsaw Warrior* from the game of the same name, an archaeologist adventurer with a whip that

I intensely dislike flimsy jigsaw boards and G.W. has issued this game with a solid one piece masterpiece. It is an unusual shape, well illustrated, nicely designed and sturdy. Take a deserved bow, board artist John Blanche, and take a prominent note future G.W. board designers. In fact, whilst I am on about the positive side of the product, and I won't be for long, I cannot fail to mention that the artwork is superb throughout. The other two artists, Peter Knifton (with John Blanche) who drew the board artwork and Gary Chalk, who did the cards, have done themselves credit.

► VALUE	6
► PLAYABILITY	6
► ROLEPLAYING	5
► PRESENTATION	7

► COMPLEXITY: NOVICE UPWARDS.

Letters

I bet the postman hates you lot as he has to deliver the mountains of mail you send in. However, don't have sympathy for the postie, I want to see you keep up the good work by continuing to send in sacks of mail. I try to answer all letters personally and the more interesting ones get published here. This means that some lucky person will have their letter deemed letter of the month and will win the best F.R.P. products reviewed in the column. The other letters will receive all the rest, so you know what to do; Get writing...!

● What role playing system is best suited to beginners, in respect of both players and G.Ms, that has plenty of scope for everyone? I think Dungeons + Dragons and Advanced Dungeons and Dragons are a bit limited for my linking, from what I have seen of them.
Wayne Yeadon, Bradford

AD + D limited!! To be quite frank, Wayne, most people I know who have got involved in F.R.P. started off with the basic D + D game. It is easy to play, quick and enjoyable, but as you state, after a while it does get very limited. Most people then start with Advanced D + D, which is almost a different game altoghter, but its roots lie firmly in D + D. I must admit that AD + D does get a bit limited around about tenth or eleventh level, because the games gets a bit unbalanced, and also with the long term use of the combat system. However, if you play the game correctly you should take at least a couple of years to get to the aforementioned levels and the combat system can be appreciated for its speed. As far as other limitations are concerned, AD + D is limited only by your imagination. If you still seek other less limited games try any version of Runequest or Warhammer Fantasy rules. They will sort you out!!

● You've decided to make the F.R.P. column monthly!! Great, that's just what I wanted. Could you answer a question for me: is *Imagine* the official publication of T.S.R. (one of the U.K's and U.S.A's biggest games companies) still going and if so how can I subscribe and how much is it?
Edwin Hayword, Eindhoven, Holland.

Sorry to be the bringer of bad tidings Edwin, but Imagine folded about two to three years ago. The reasons given for the closure weren't overtly clear, but I would think that it folded because of poor circulation. For the record, both Fantasy Chronicals and The Adventurer, have also folded for mainly the same reasons, leaving no independant F.R.P. magazine on the market.

● Wayne, who in you opinion is the best painter and overall modeller of both plastic and metail figures?
Phil Warton, Glasgow

I had to get my thinking cap on for this one, Phil, and it took me quite a while to work it out. However, with my hand on my heart, I must answer this question in two parts; It is really a question of size!!

Without a doubt, the best painter and overall modeller of 35mm figures in my mind is a Dutchman call Francois Verlinden, who runs his own company. he can turn his hand from Napolaonic figures to Russian tanks in the blink of an eye and still produce life like models. If I could have a quarter of his skill I would be a happy man. Turning to 25mm models, Games Workshop's John Blanche is very good and our own Mark Dulson isn't far behind him.

● I love the F.R.P. and P.B.M. columns and they are the first thinking I turn to in the magazine. Can't you expand the column for a few more pages, surely the Ed won't mind?
Steve Parkinson, Liverpool.

I'm afraid the Ed does mind Steve and we must bear in mind that we are a computer magazine first and foremost. However, don't get me wrong, I agree with you, a few more F.R.P. pages would be a good thing!! However, you and the rest of the F.R.Pers and P.B.Mers will have to convince him that the interest is out there.

Wayne's PLAY BY MAIL.

Hi! Wayne here. There's a lot to get through this month, including the much awaited report on the 3rd British P.B.M. Convention, a preview of Standard Game's Dark Blades, plus your chance to win a Magnificent gold plated dragon valued at over £1,000.

When the third British P.B.M. convention was over, and I was having a well deserved couple of pints with a huge group of players in a nearby tavern afterwards, the most common comment was: "Great convention wasn't it?" To which I automatically answered "Yes!". But, when I actually had a chance to ponder the question in depth, I asked myself: "Was it, that good?"

The convention opened with hundreds of people pouring in and the P.B.M. stalls being busy from the word go. The hall was packed with people, ranging in age from eight to 80, the majority staying right to the very end to watch the P.B.M. results. By checking the ticket stubs I calculated close to 1,500 people turned up which was about a 25 per cent increase on last year.

I met loads of people at the convention, to whom I couldn't really give as much time as I would have liked because I was really busy.

Most of the major P.B.M. companies were there, including Mitre Games, Sloth Enterprises, Spellbinder Games, Jade Games and although K.J.C. didn't have a stand, they sent representatives who were only to eaget to chat to people. All the stands were unbelievably busy and it came as no surprise that most companies had their best day ever at a P.B.M. convention.

Labyrinthe, who were running regular, free, mini dungeon adventures in a catacombs of small rooms behind the main stage. Other events that you might have got involved with were the open AD + D competition, or a computerised game of American football, get involved in a great wargame called *Battle Of The Halji* or just sit and drink in the bar talking to people.

Highlight of the convention was the prestigious P.B.M. awards. For the record, the awards were run as follows: Best Role-Playing game: 1 Saturnalia (Sloth Enterprises). 2 A e's (Legend Inc). 3 Pangea (Anvil Games). Best Sports Simulation: 1 Gameplan (Sloth Enterprises). 2 Soccer Supremos. 3 Kickabout (Spellbinder Games).
Best New game: 1 Pangea (Anvil Games). 2 Knights of Avalon (Jade Games). 3 Epic (Rhann Games). Best G.M: 1 Neil Packer (Sloth Enterprises). 2 Dave Cooksey (D.M.C. Games). 3 Sean Dillon (Anvil Games). Russ Mellor *(Anvil Games).*
Best Science Fiction Game: 1 Starglobe (Timepattern Games). 2 Spiral Arm (Spellbinder Games). 3 Vorcon Wars (Vorcon Games).
Best Tribal Game: 1 Tribes of Crane (Mitre Games). 2 World Of Vengeance (Vengames). 3 Midgard (Mitre Games).
Best P.B.M. Coverage: 1 Flagship. 2 *C + VG*. 3. Crash.
Best Company: 1 Sloth Enterprises. 2 Anvil Games. 3 K.J.C Games.
The prestigious Player of the Year award went to Alan Crump. He won the first game of *It's A Crime* and he is the major player in *Midgard.*



STANDARD GAMES OFFER

Once in a while, a P.B.M. game comes to light that you instantly know is going to be massive. Standard Game's *Dark Blades* is one of those games. It has quality stamped all over it.

The first thing to catch your eye is way the game is presented. It comes in a full colour box with tremendous artwork on the lid. I have never seen the likes of that before in the P.B.M. world. When you open the lid you are in four another surprise. You get a large map, again in full colour, which is a sheer joy to own. It would make a great addition to a bedroom wall as a poster and if you put your mind to it you could even use it as a basis for your *F.R.P.* campaign!!

There is also a 24 page rulebook, printed on top quality paper. It is easy to ready with straight forward rules.

The game itself is a computer moderated fantasy game, where you can play one of four characters. A warrior, a trader or either the evil ogers or the valiant humans.

The basis behind *Dark Blades* is role-playing/wargaming/trading/ or anything else you'd like to do. The reason behind me saying this is because *Dark Blades* is a brand new concept in P.B.M. which Standard calls "a living adventure".



I had words with one of the designers, Dave Norton, at the P.B.M. convention who told me that the game is based on a real-time concept.

For example, if for some strange reason no-one in the game sent in a game turn all the *Non-Playing Characters* would interact with themselves.

Each turn costs £1.25 and there is no more to pay for your turn as there are no hidden extras.

And what an offer it is I have for you. Standard are going to run a special game for *C + VG* readers which will be limited to 100 players. Start-up in this game costs the usual £5.00. BUT the first 25 players pulled out of the hat get the boxed start-up set for free and the £5.00 they send in will be given as credit for future rounds.

So you have a one in four chance of winning. Furthermore, Standard are putting up the gold dragon, pictured on the contents page, as a prize to the eventual winner. This dragon is the biggest on the market and measures 12 inches from nose to tail and the same again in wingspan. It has been sent away to be professionally dipped in 28 carat gold and it is valued at over £1,000!

Finally, Standard Games are offering a completely free game of *Dark Blades* to the person that comes up with the most original name for the dragon. That means you could play for a whole game for nothing. Entries are to be sent to me with Dragon on the top right hand side of the envelope.

European players should note I will be reserving a specific number of places for them, so they won't miss out. However, due to postage and packing your start up package will cost £7.00 and further turns will cost £1.50. All cheques and P.O.'s should be made payable to Standard Games and sent to me at *C + VG.*



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Get into this and you'll never get out . . . The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?

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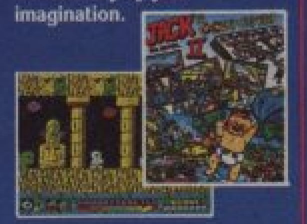


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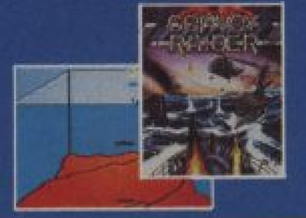
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Screen shots from various formats.

BIG Screen

This is the month of the Yuppie. *C&VG's* very own Downwardly-Mobile Reviewer, Ward R Street, shares the stocks as the Young Urban Professionals get pilloried.

Money doesn't just talk – it talks dirty according to Oliver Stone, the man who showed us 'Nam in *Platoon*. Now he turns to the killing fields of **Wall Street** (15), where the battle-cry of reptilian anti-hero Gordon Gekko is, "Greed is good."

This is a dog eat everything world and only the fit survive till lunchtime, when they dine on the weak. Wily young broker Bud Fox doesn't intend to make anyone fat except himself, so using all his cunning he persuades Gekko that he's the guy to manage his millions.

It's the start of a twisted friendship, as Gekko recognises the ruthlessness that made him rich in Fox, and Fox learns that all's fair in love and war when your first love is money. You don't get rich by playing fair. Dishonesty means dollars!

There's another side to the story. Fox comes from a working-class family. His father is an engineer with a second-division airline, who has never really communicated with his high-flying son. Gekko becomes a substitute father to Bud, but when he tries to take over the airline, tough moral questions are thrown into sharp focus.

Forget that this is a film dealing with high-finance – the trading of stocks, the buying of third-world debts and a hundred other transactions too complex for mere mortals like you and me. You'll understand enough to recognise the goods and bad guys – and goodies and baddies is what it's really all about.

Michael Douglas has moved from *Fatal Attraction* to *Romancing the Stone* with a superb performance as Gekko. Meanwhile Charlie Sheen goes through three stages as Fox, from ambition to success and then disillusion. And hats off to his real-life father, Martin Sheen, as his on-screen, blue-collar dad.

Gordon Gekko gets his picture in the papers, but there are better ways of being part of the ***Broadcast News*** (15). Jane, Tom and Aaron are all involved with getting the headlines into the homes of Mr and Mrs America.

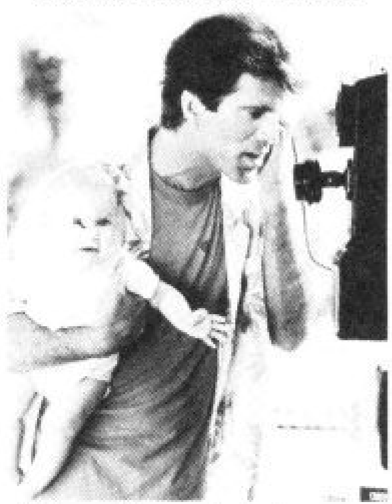
She's a pocket sized producer; a bundle of energy



▲ *Wall Street.*

who'll probably go on talking for weeks after she's dead. Tom is her reporter, neurotic and paranoid but a consumate professional. Then there's Aaron, the air-head presenter who succeeds in being *less* than a pretty face.

Director James L Brooks



▲ *Three Men and a Baby.*

has made a wildly entertaining story out of these three people and their hopes and fears as they work out of the Washington bureau of one of the



▲ *Broadcast News.*

American news networks. It's often extremely funny, as the two men compete for a woman who's already married to her work! But this romantic comedy also takes some swipes at television news and the way it manipulates, and at times even fabricates, events to create a more entertaining story.

William Hurt is wonderful as Aaron, the talking head with ambitions to be a real reporter, while Albert Brooks is hilarious as insecure Tom, especially when he gets an attack of the nervous sweats on-air and has to be dried out with a hair-drier during the advertising breaks! And watch out for an uncredited newcomer as another presenter. His name's Jack Nicholson and he should go far!

But the real acting honours go to Holly *(Raising Arizona)* Hunter, whose performance as the single-minded Jane resembles nothing so much as a terrier holding onto a stick. "It must be wonderful to be right all the time," her angry boss sarcastically snarls at her. "No it's not," she replies, without a hint of irony, "it's terrible.

Humourless single-mindedness is a standard yuppie trait, as is orderliness – which means that kids are out until somebody learns how to make them leak-proof! Unluckily the patter of tiny feet, and the piddle of a tiny bladder, can't always be planned for and the stork – or at least a deserted mother – turns a trio of carefree bachelors into *Three Men and a Baby* (PG).

Peter is an architect, Michael a successful cartoonist and Jack the actor who moves from woman to woman like he was being paid a dollar a dame. They live in a plush New York apartment and nothing interrupts their lifestyle until one day Mary is dumped on the doorstep – and continues to dump all over their designer pad!

Jack is out of the country at the time, making a movie in Morroco, leaving his two buddies to cope with the rigours of surrogate fatherhood. But their problems don't stop with what sort of food you need for a six-month old kid. A friend of Jack's has arranged to use the guys' apartment for a drugs drop, without their knowledge.

Unluckily the package of smack arrives on the same day as the baby and gets forgotten in the confusion. When the dealers turn up to collect it, Michael presumes they mean Mary and hands her over instead, much to the hoods' confusion.

This is all silly stuff but the playing of Tom *(Magnum)* Selleck, demonstrating a hitherto unseen capacity for comedy, and Steve Guttenberg, finally free from the *Police Academy*, plus Ted Danson as the

BIG Screen

fly-by-night father, more than makes up for the occasional lapse into sentimentality. Gurgle with laughter at these childish goings on.

There are more problems with children in **Flowers in the Attic** (15). Cathy, Chris, Carrie and Cory's mother has a rather drastic way of dealing with her brood – she locks them high above their grandparents' house as she tries to persuade her dying father to include her in his will.

Corrine's not content with keeping her kids out of her parents hair by imprisonment – she decided to poison them as well. Will the plucky kids escape or will mom inherit the family millions and dispose of her offspring into the bargin?

This is a prime cut of schlock-Gothic. In one sequence Chris tries to climb down the outside of the mansion. Not only do the searchlights snap on; not only do they loose the dogs; not only does the butler blast away with his shotgun . . . but also there's a swirling mist and flashes of lighting . . . *and* his rope breaks!

I though melodrama like this went out of style in the forties. But there's obviously a market for hokum. The original book has sold over five-million copies and the film made $5 million in its first three days in the States. As far as I'm concerned, this movie is just like its alliterative family, though – it's all at 'C'.

I prefer movies like **Promised Land** (15), where nothing much may happen, but it happens just like real life. You can believe in these four teenagers adrift in modern America, the 'promised land' which turns out to be built upon lies.

It's an America you don't often see in movies – the America of small towns, inhabited mainly by middle-aged and elderly people, without any opportunities for the young. It's staunchly middle-class and confining as a straight-jacket for basket-ball star Hancock, who flunks out of going to college and becomes a policeman.

His high school girlfriend, Mary, does broaden her horizons however, and when she returns for



▲ Bellman and True.

▲ Flowers.

▲ Promised Land.

Christmas Hancock learns that she has a new boyfriend. Tortured by a sense of failure, he tries hard to win her back and she can't quite shake off her feelings for him. So the scene is set, but it takes a third friend, Danny, to light the fuse.

Kiefer Sutherland played mean characters in *Stand by Me* and *The Lost Boys,* but this is a total change of pace as he play a loser, a geek who fled the town two years before to bum around in Arizona. Now he's coming home, complete with pink-haired, punkish Bev, who is married in an alcoholic quickie ceremony, after knowing her for only three days.

The film intercuts between their journey towards the frozen north, and Hancock and Mary's problems. Danny's fears grow as he nears the home that he deserted one night long ago, while Meg shows herself to be increasingly stable. You feel it in your bones that something terrible will happen – the question is what?

Sutherland's isn't the only great performance here. Meg Ryan as Bev matches him step for step. She's sexy, crazy and dangerous. Jason Gedrick and Tracy Pollan as their respectable counterparts shouldn't be overlooked either. And the film looks beautiful, capturing the glory of the barren mid-Western landscapes, terrifying in their emptiness. A slow, sad, haunting film to savour.

No such praise for **The Believers** (18), a story of black magic and bizarre cults from respected director John Schlesinger, who should have known better. Martin Sheen, so good in *Wall Street,* is also mixed up in this mess – I can only think somebody threatened to put a curse on him if he didn't appear.

He plays a police psychologist who moves to New York only to find that the Big Apple is rotten with witchcraft. His small son also happens to be the perfect size for a human sacrifice. The story plods along with a splattering of nasty effects, but even worse is the underlying racism that makes almost every black a primitive, eye-rolling believer in voodoo. Put a hex on this one and avoid at all costs.

Almost as bad is **Death Wish 4** (18). It's only redeeming feature is that you don't actually expect much from a sequel to a sequel to a sequel to an original which was pretty awful in the first place. The film doesn't disappoint!

Charles Bronson increases his acting range by smiling, but apart from that it's par for the course. Not content with blowing away bad-guys on the streets, he now takes on LA's drugs underworld.

If you want some real thrills you'll do far better with **Bellman and True** (15). I've praised this before and finally it's about to get the release it deserves. It's arguably the best British thrillers of recent years, made all the more credible by its recognisable locations.

Hiller, brilliantly played by Bernard Hill, is a computer expert who is forced into helping a group of criminals crack the security systems at a busy airport bank. He's not a bad man – just weak, drowning in booze and self-pity.

From Hiller's initial attempts to decode the data tape, through the bungled raid, to the flight and explosive climax on a windswept East Anglian beach, the film is rivetting.

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Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

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1040ST-F Keyboard Without Monitor	*£499 (inc VAT)*
1040ST-F Keyboard + High Res SM125 Mono Monitor	*£599 (inc VAT)*

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	*£899 (inc VAT)*
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	*£999 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU	*£1199 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	*£1299 (inc VAT)*

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Do you already own a computer
If so, which one do you own? ....

STICK IT!

C + VG has always kept you up to date with the best games. We pick the winners, tell you about them, keep you informed – so that in the computer games stakes the old phrase: "No C + VG – no comment" has never been truer.

Well now we are going to take things further. As well as keeping you posted on the hottest games to be launched this year we are also giving away a free badge so you can wear your wisdom on your lapel.

"What's that trendy badge?" your mates will say." Oh it's the badge of the blah coin-op, coming out later this year blah – read about it in C + VG"

When they ask where they can get one too, then you come in with your trump card: "You – can't, it was free with this month's C + VG. You have to have bought the magazine to get one." No C + VG – no comment!

There are four badges in total, randomly stuck on the front of this month's issue. One of the four is a C + VG badge. Here is the badge file information on the three games that have their own badges.



► COIN-OP BY IREM.
► CONVERSION BY – ACTIVISION .

R-Type is the shoot 'em up fans' shoot 'em up. They just don't come much better than this.

When it hit the arcades last summer it became an overnight success, heralding the arrival of the previously little known coin-op firm Irem.

There is nothing startlingly new about *R-Type* – it's just that what it does it does exceptionally well.

The action takes place beneath the surface of the sea on an alien planet.

You fly a tiny fighter bobbling and weaving along the sea bed armed only with two weapons – a meagre arsenal with which to confront the vast hulking aliens that are after you.

Stabbing the fire button would release short bursts of fire while keeping your finger on fire for longer will release a more powerful missile.

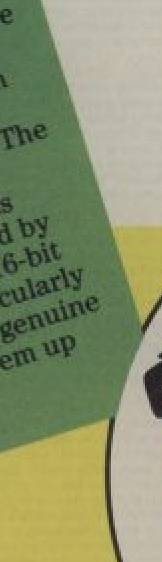
It is the graphics and smoothness of the scrolling that made the game the hit that it is. The quality of the graphics made people stop and stare as some smart gamesters would take it through its paces.

Waves of smaller attacking ships and stationery gun implacements fire at you as you negotiate the graphically stunning world. Interspersed with these routine hazards are larger and more resilient sea creatures; mutant lobsters who blow fireballs balls of lava at you, enormous segmented sea snakes, and various other semi-fossilised nasties.

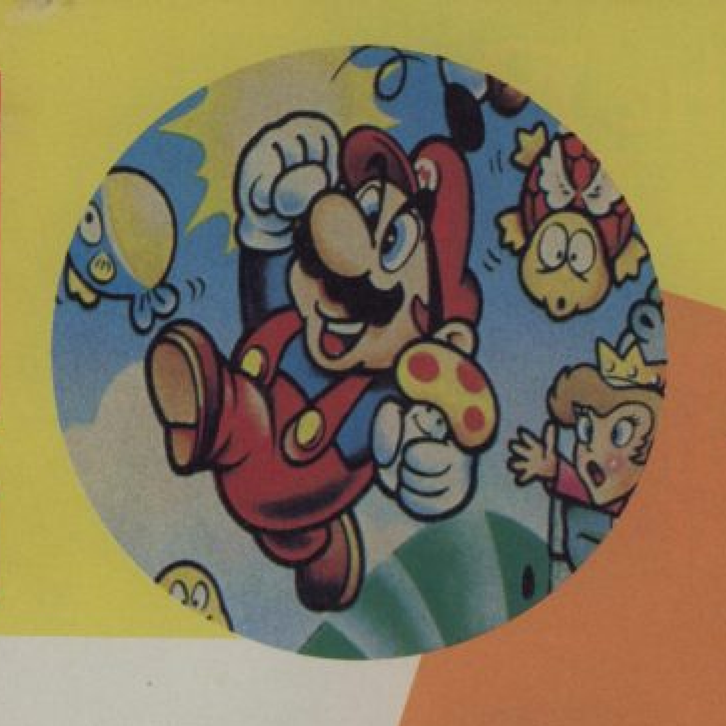
There are also creatures that can help you in this underwater nightmare world. A fairly harmless looking sea creature turns into a glowing jewel when you shoot it. Pick this up and you will find yourself accompanied by a rotating missile-firing ball.

If you survive long enough you will be able to pick up a second jewel – giving you still more fire power. This will extra capacity is essential for dealing with the toughest nasties at the end of levels.

Activ.sion is promising conversions of *R-Type* for every major system. Unlike some of the games that have recently been licensed for home conversion this Irem game is one that ought to convert extremely well. The scrolling animation techniques and graphics skills are well practiced by game designers. The 16-bit versions offer a particularly exciting prospect of genuine coin-coin-op shoot 'em up fun at home.







Super Mario Brothers

► COIN-OP BY NINTENDO.
► HOME VERSION FOR NINTENDO CONSOLE BY NINTENDO.

By a popular vote *Super Mario Brothers* is rated as the *C+VG* staff's all time favourite computer game.

When our console arrived last summer work practically ground to a halt with everyone playing it, and fighting over whose turn it was next.

Our reaction to the game was no different to a huge army of Mario fans who also would have no hesitation in ranking it top of their all time list.

At first glance you might wonder why this cult following for what looks like a rather simple cutesy little game.

The answer is in game play and addictiveness. *Super Mario Brothers* eight different world were each divided up into four sectors.

In the pursuit to rescue the princess every inch of game play has been thoroughly planned and excellently executed. Part of the appeal of the game is its many hidden secrets – cheats, secret passages and short cuts.

If ever a game was synomymous with one company then *Super Mario Brothers* is Nintendo.

The Japanese company has jealously guarded its copyright on *Super Mario Brothers*, refusing to licence it to run on any other home systems.

If you want to play *Super Mario Brothers* at home then you will either have to buy the coin-up or buy a Nintendo Games Console complete with free *Super Mario Brothers* cartridge.

Well worth the money.

Road Blasters

► COIN-OP BY ATARI.
► CONVERSION BY – U.S GOLD.

Road Blasters is the next big one from *US Gold* – the new Mr Bigs of the coin-op conversion scene.

To one mind this is a far superior driving game to the likes of *Out Run*. Just consider this for a moment – there is really nothing more to *Out Run* than pretty scenery, wrestling with the steering wheel and keeping your foot on the floor.

We know that doesn't make *Outrun* any different to most other driving games. They are about getting further faster than the other cars. *Road Blasters* is very different.

The game offers you a choice of three playing levels in which to take on the nasties of the road.

You start out with an ordinary cannon gun mounted on the front of your futuristic car – but you can increase your fire power considerably if you can catch the extra weapons which a jet, which buzzes the road, drops for you occasionally.

The enemy is the orange cars and motorbikes that try to bump you off the road as you drive.

Certain indestructible objects simply have to be avoided, such as the purple cars and land mines. There are also a series of gun batteries mounted along the side of the road that take spray your car with gun fire.

Fuel can be replenished by driving through the red and green globes which appear after you've dispatched certain other vehicles.

This Atari coin-op was a major hit in the arcades, being the first game to offer a combination of high thrills and spills with a good thumping shoot 'em up.

The *US Gold* conversion will be on sale in May. A spokesperson for the firm told *C+VG* versions will be appearing for the *CBM 64*, Spectrum, Amstrad and though later in the year – for the Atari ST.



Warriors of the Past...
Warriors of the Future...

prepare for deadly combat



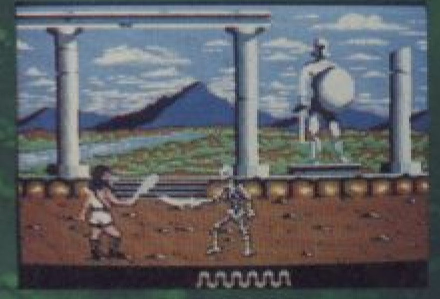
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HERCULES –
SLAYER OF THE DAMNED

Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.

BLOOD BROTHERS

"Our blood is mixed,
We are as one,
Let no man or beast come between us,
And let nothing deter us from our aim,
To avenge the deaths of our parents,
And destroy the Scorpians,
DEATH TO THE SCORPIANS"





Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

Next MONth

We're serving up squeals on wheels next month as C + VG puts US Gold's latest killer coin-op conversion, *Road Blasters,* through its paces. If you haven't experienced the coin-op, don't worry. This game is Vroom! Boom! and Doom! Get the idea? You will.

Gore blimey! We take a trip into the gore zone to see how those gruesome horror film special effects are made. How do they rip someone's head or arm off? I bet you always wanted to know. And we're going to tell you.

At the very moment we're working on some crucial maps for Playmasters. And they'll be no more POKE and hope. We've got the cheats that work.

Talking of spooky things, don't worry if something huge flaps out of C + VG next month. It's another GIANT poster. All yours for nothing.

Big Screen, Street Seen, Mean Machines will also be back. Plus tons of reviews, news and competitions.

Watch out for *Road Blasters* on the cover of June's C + VG – the magazine which will put you in the driving seat.

On Sale May 15th

Dear Mr Newsagent, avoid a visit from Shuk and Doode and reserve me a copy of Computer + Video Games, May issue!

Name ____________________

Address ____________________

• **Hurtle into the future with May's C + VG out on May 15th. It's hotter than hell . . . in a cool sort of way.**

POKING FUN!

Robert Troughton from Keighley sent in these pokes for the Commodore 64.

ROCKFORD (Mastertronic)

Load the garme, reset the computer, and take your pick:

POKE 58199,165:POKE 61881,165 gives you unlimited lives.
POKE 61875,76:POKE 61876,187:POKE 61877,241: gives immunity.
POKE 63890,165 gives you unlimited time.
POKE 64017,169:POKE 64018,0 makes it possible for you to open the door with only one object.
SYS 52992 enables you to restart the game (move up/down to select levels.)

On the other side of this tape is a game called BACK TO REALITY. Load this up, reset the computer, and enter this for unlimited lives: POKE 20109,173:SYS 16384.

Ramon Bainathsah from Amsterdam sent us these pokes for the C64 all the way from Holland. First load the game, reset the computer and enter each poke seperately, then press return and type SYS and the number to restart the game.

DEVIANTS

Load the game, reset the computer and try
POKE 19986,0:POKE 20058,0
POKE 26497,0:SYS 16384
For unlimited lives, ammo and bomb priming time!

The codes for the teleporters are: CERBERUS, DIZZIDUS, EXCELSOR, CAGARANI, DEVIANTS, JABBADOR, ASIMONUS, TROLLDOR, ZACARONT, DENZIENT, CYBERNIA, XANTHIUS, ELECTRIX, BASILISK, STRATOSA, SALAMINO, DIESPAZM, LETSROCK, BADBLADE, JABBATAK, METALDOG, THE THING, LEVELONE, CHECKOUT.

The teleporters are the thick tubes that come from the bottom of the screen. Jump on one, pull down, and enter the code by placing the circle over the letters.

YOGI BEAR

Load, reset and enter:
POKE 6478,0 for unlimited Yogis
SYS 6454 to restart game

CODE HUNTER

Load the game and reset the computer. Now enter this for unlimited livers:
POKE 8759,173: SYS 4700.

TRANTOR

Load game, restart computer and enter
POKE 6571,252 for unlimited lives.
SYS 6454 to restart game

MYSTERY OF THE NILE

These are the passwords you will need:
Level one: HD576172V
Level two: HE576171V
Level three: HF576170V

QUEDEX

If you type in this listing, RUN it and press play on tape for an unlimited supply of

```
1 DATA
169,29,141,40,3169,2,141,-
41,3,32,86,245,169
2 DATA
3,141,206,1,96,169,181,14-
1,96,46,76,235,2
3 FOR L = 528 TO ££@:READ
A:POKE L,A:NEXT
4 POKE 157,128: SYS 528
```

Winner Stays On

Playmasters really hits it's stride this month, with two great maps, a reminder of what must be the greatest challenge in computer games, and page after page of hints and tips and pokes. Please keep these flowing, but try and make 'em for the most up to date games you can, so they'll be of use to the most people. Right, that's it for now. Next month we'll have the start of our long promised series of Bitter Ends. Be Here! Cheers,

Entries are flooding in thick and fast for C+VG's Winner Stays On Challenge.

Already - and as I write this our April issue has only been on the stands a couple of days - we have a 6,182,790 on *Outrun (C64)*, 600,000 on *Xenon (ST)*, 2,145,200 on *Star Wars* (Spectrum)... Think you can do better? Then we want to hear from you.

What's that you say? What's this idiot blethering on about? Well shame on you, you didn't buy the last issue, did you?

What we have here, for the benefit of all those that tuned in late, is just about the best games playing challenge in the history of the world. You have to send in your high scores - and they'd better be impressive, buster - and in the pretty near future the best of you are going to come up to *C+VG* towers to prove just how good you are.

April 23 is the date pencilled in at the moment, though that could conceivably change. Whenever it is though, then of you will play shoot 'em up, a beat 'em up, an arcade adventure, a strategy game and a racing game, to see just whose got it, and who 'ain't.

In addition, you will play our devious Ed, at a game of his choice. T-shirts and free games will be flowing like water, and the winnter of the first heat will also get a £50 WH Smith voucher and framed mock up of the *C+VG* cover featuring their fifteen minutes of fame.

Yep, this is gonna be a tough one to win, but an even tougher one to keep a hold on.

Each month we will introduce our champ to the three hottest contenders, and see just how long he can take the pace. It ain't called Winner Stays On for Nothing!

In the unlikely event that our champ can beat down all comers three times in a row, he'll get an Atari ST as well! April 14 is the closing date for the initial contest so send those high scores in now!

Name..

Address..

....

Age..

Phone..

Game	System	Score
....	....	....
....	....	....

Super Robin Hood
Apparantly Codemasters have been swamped with phone calls recently about a simple problem with *Super Robin Hood*. It seems that once you've collected all the keys - except for the dummy above the starting screen of course - all you need to do is go and stand on the lift in the final room to activate it.

Any mucking about looking for keys to the final lift or whatever is a complete waste of time, since you don't actually need one. Hope we've got that one sorted now.

Matt

RASTAN

Watch out for those spikes!



Time this right or you're in the soup!



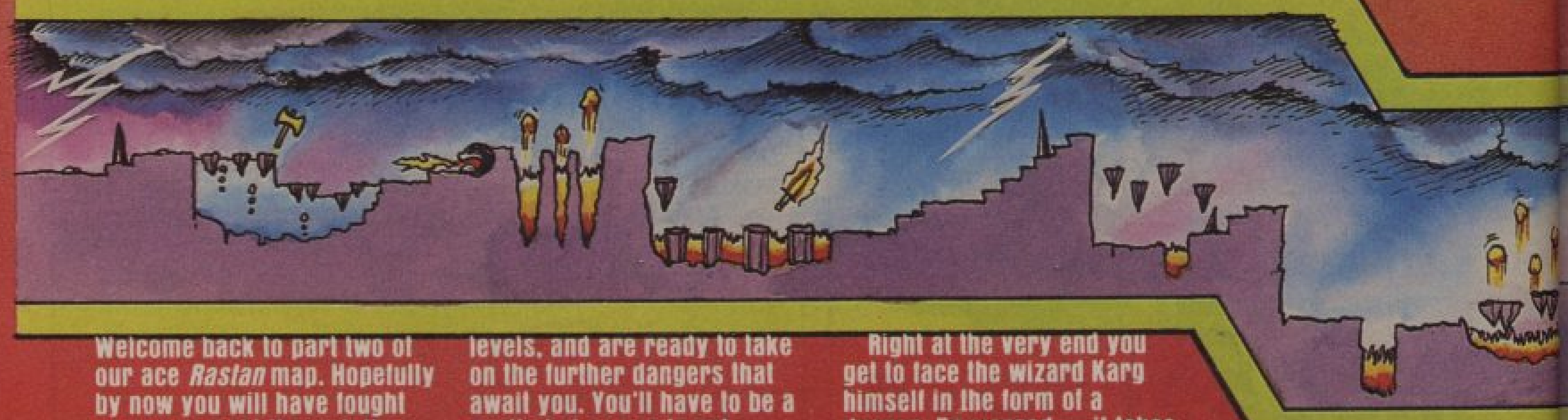
Look out for falling rocks!



Wait for the rocks to rise, then jump under them.



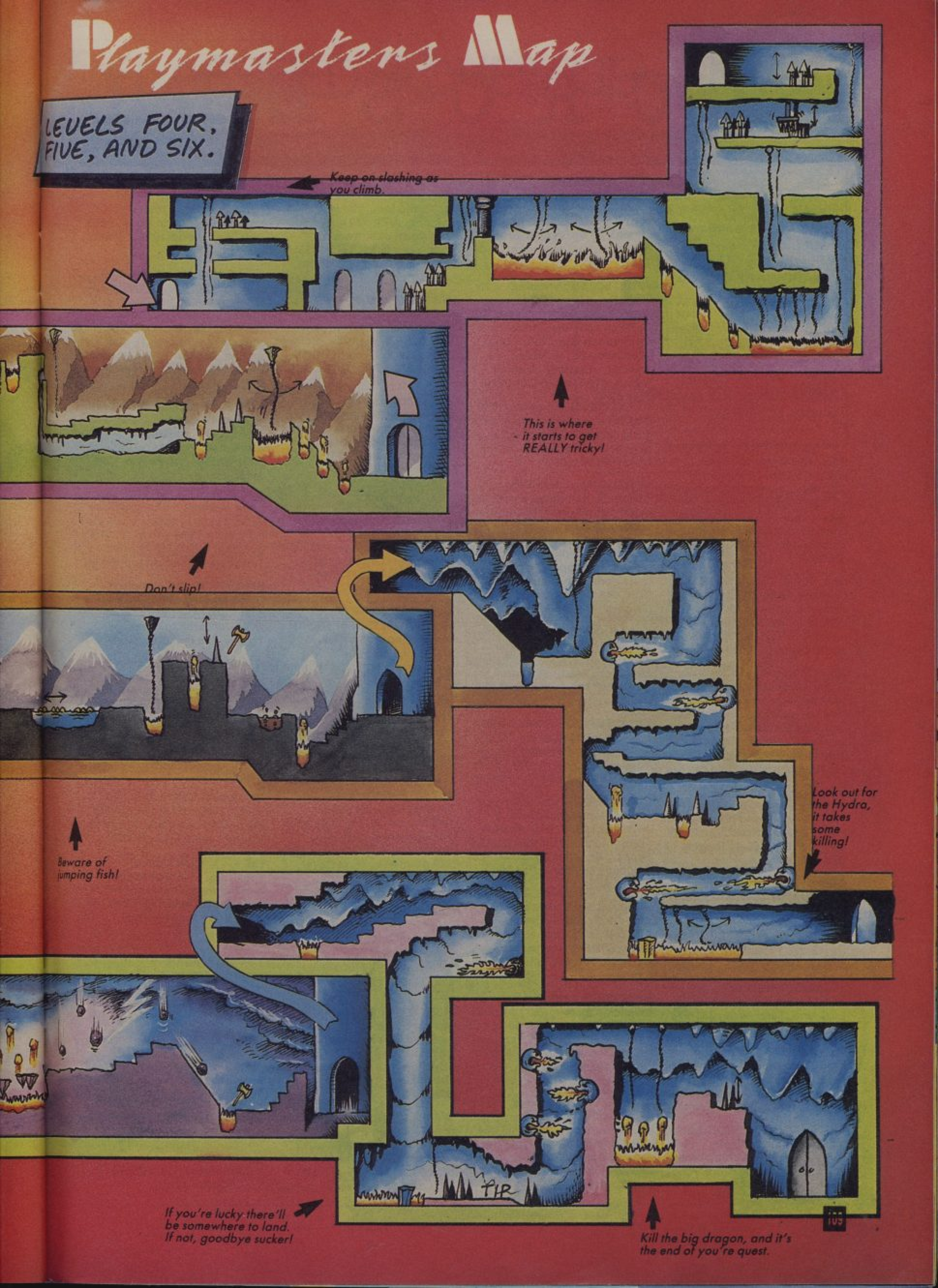
The stepping stones sink if you linger too long.



Welcome back to part two of our ace *Rastan* map. Hopefully by now you will have fought your way right through the vicious beasts and crazed demons of the first three levels, and are ready to take on the further dangers that await you. You'll have to be a pretty hot gamer to get through this little lot, that's for sure!

Right at the very end you get to face the wizard Karg himself in the form of a dragon. Be warned — it takes the best at Imagine Software a few goes to get past this one!

Mapped by Kirk Rutter, drawn by Nick Grant.


Playmasters Map
LEVELS FOUR, FIVE, AND SIX.
Keep on slashing as you climb.
This is where it starts to get REALLY tricky!
Don't slip!
Look out for the Hydra, it takes some killing!
Beware of jumping fish!
If you're lucky there'll be somewhere to land. If not, goodbye sucker!
Kill the big dragon, and it's the end of you're quest.

MICROSELL

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ATARI 800XL computer, 1050 disk drive, software. All in very good condition. Quick sale, only £100. Telephone: Darren on (0908) 607500,.

SPECTRUM + 48k, Data Recorder, Kempston joystick & Interface, new microdrive, lightpen & over £20 worth of mags. Over £50 worth of books. All worth well over £200. If quickly sold, going for £120. All in A1 condition. Tel: 0730-64818. Weekends (Roger).

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CBM 64. Tape deck, 2 joysticks, Mk V freeze frame, disk drive (under guarantee), disk box, blank disks. Games worth £350. All worth £800. Sell for £450. Tel: 888456. After 6.30pm.

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C64, EXCELERATOR +, 2 tape decks, modem, freeze machine, AR3, 120+ disks, £500 worth of software, mags + joysticks. Tel: (0493) 655028. £395 ono. Swap for Amiga.

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C64, + 2 C2N recorders, £1,000 of games + Joysticks, Educational Software, mags, hardware and input programming course, manuals. (All boxed). Bargain at £225. Telephone: 051-424 2695 between 8am-1pm.

C64, DATACASSETTE, joystick, over £500 of original software, boxed as new. Worth £900. Will sell for £180.00. Telephone Jeremy before 6pm on 01-243 0011.

C64, C2N joysticks, £300 worth of new, original software. Loads of mags, CU's, C+VG's, ZZap's, worth £600+, sell for £140 ono. Tel: 0492 47183.

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PAY £45 for a multiface 128 and we will throw in trivial pursuit worth £14.95. Cheques to: G. Burridge, 12 Green Lane, Letchworth, Herts SG6 1EB. First come first served.

BBC 'B' computer + twin joysticks, over £100 of software, cassette leads. £300 ono. Telephone: (0233) 26800, after 5pm.

FOR SALE. 128K Spectrum with interface & cassette deck. £100 ono. Also Spectrum + 2 (boxed), used once, cost £140, sell for £110. Also CBM 1541 disk drive with over 15 disk games. Sell for £100. Genuine reason for sale. Telephone: (0225) 446353.

FOR SALE. Spectrum + 2 with games (all originals), only 3 months old, still under guarantee. Phone: 0902-633303. After 4pm. (Ask for Mike).

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SEGA MASTER system. For sale. 2 months old. Includes many software titles. £130 ono. Contact Joe on (672-9358).

128 + 2, Kemps Mouse, Spectrum, recent software, loads of mags, bargain £160. Sega games worth £80, sell for £50. Phone Andrew 0626 68491.

TOSHIBA MSX 64K with data recorder and manuals, 30 games, teo cartriges. All for £60 ono. Telephone: 0268-750064. After 6pm.

C64 FOR SALE, with tape deck, joystick, £170 worth of software. Selling for £150. Phone Craig Copland. 0705 257352.

CBM 64. C2N cassette, 60 + games (including some new titles) tape back-up and joystick. Sell for £135. Telephone: Higham (0933) 315004 after 6pm.

CLASSIFIED ADVERTISEMENTS

Playmasters

Poking

We promised you hints and tips and pokes galore and this is where we start to deliver, with a couple of pages jam packed with the damn things. Expect more in the months to come as Playmasters really starts to take off. We aim not only to feature the best maps you'll find anywhere, but back that up with a tip section that's second to none. As always, I'd welcome with open arms any lonely pokes looking for a home, so why not get them bashed out — legibly please! — and into that post box?

XENON

You saw the cover, you read the glowing review, now learn how to play the game, curtesy of the Bitmap Brothers.

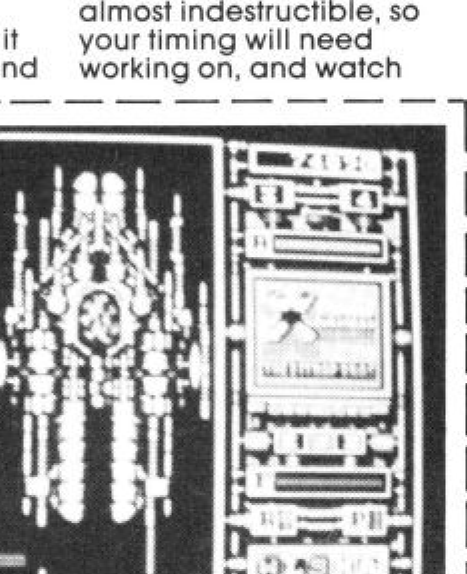
SECTOR 1

At first shoot all the domes, and be sure to pick up all the "rate" cells or your ship will be too slow. Use the early stages to pick up "balls" and master diagonal shooting, but avoid "winos". Kill the Sentinel by shooting at it until the dome opens and flashes, then aim at its centre. It should flash faster as it nears death.

If you have the following balls then you can align them by moving the ship in a tight circle, thus giving twice the firepower. Remember to keep moving at all times to avoid the missiles, and to kill as many aliens as you can in the second half, as they reveal some very useful cells.

SECTOR 2

Take out the first wave of aliens as this will maximise your firepower, then shoot the "Launchers" to stop them spewing out more. Also be aware of the small aliens at the side, and take them out to reduce the amount of bullets in the air. The "Space Invaders" wave is easy to destroy — just keep shooting — but make sure you do because they reveal a maximum fuel cell. "Pumps" that come out of the side are almost indestructible, so your timing will need working on, and watch your back — once you are past something you are not necessary safe!



To get at the sentinel you have to shoot out all the rotating shields, and then hit its power dome a number of times.

In the second half you must get as many following balls as possible, or you won't finish. Get the first one by going for the three big aliens with long lasers. When the narrow gap appears towards the end of the sector you need to shoot very fast in wide bursts to get all the aliens, and the useful things that lie behind them, including a super zapper you need to clear the next bit.

SECTOR 3

Similar to Sector One, but take it slowly or you'll activate too many aliens. You need to shoot them all to get past, except for those defending the air based domes, which it is best to simply dodge. The Sentinel can only be shot when it's mouth is open, but you have to get them in fast, as it's not open long. Keep moving and blasting in the manic last part, if possible spraying the whole area with missiles.

SECTOR 4

Get every wave, even if it means crashing into the first two. Make taking out the bunkers and the "Brains" a priority, and get the wave of aliens that come from the back just before the first Sentinel, as this gives an extra fuel cell. remember all the way through to keep moving and beware of backward firing lasers. Otehrwise this is like a tougher version of Sector Two.

JOE BLADE

While you're making your way around the Joe Blade maze, looking for bombs to prime and hostages to rescue, you'd be well advised to keep these hints and tips in mind.

- Try and jump over as many soldiers as possible in the early stages of the game, as you will need all the ammunition you can get later on.
- Having cleared the top area, proceed towards the trees, making sure you pick up any objects you find on these two levels. They include:

Ammo — gives you an extra 25 shots.

Key — allows you to open a locked door.

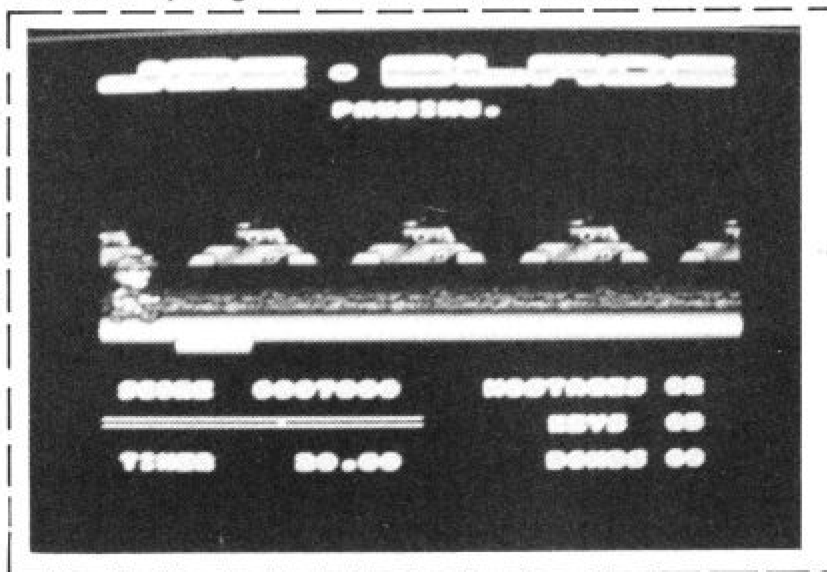
Food — replenishes your energy.

Uniform — allows you to walk through soldiers etc. without losing any energy.

Hostage — you must free six before making your way out.

Bomb — when you pass over an explosive the screen slips into priming mode, revealing a five letter display which you must re-arrange into alphabetical order before the timer begins to tick away. Use left, right and fire, first arranging the panel so that A and C are in their correct positions and then moving B, D and E to complete the sequence as fast as possible.

- If you were careful with your ammo early on you should have enough shots left to get out safely before the whole place blows.



ZYBEX

One of the most important things to do in *Zybex* is to learn your weapons and to know when each is most effective. In most situations the wall and the orbit will be most useful, but when faced with, for instance, an asteroid or a fireball storm you would do well to use your worst weapon — the Rail — so that if you get hit you don't lose anything



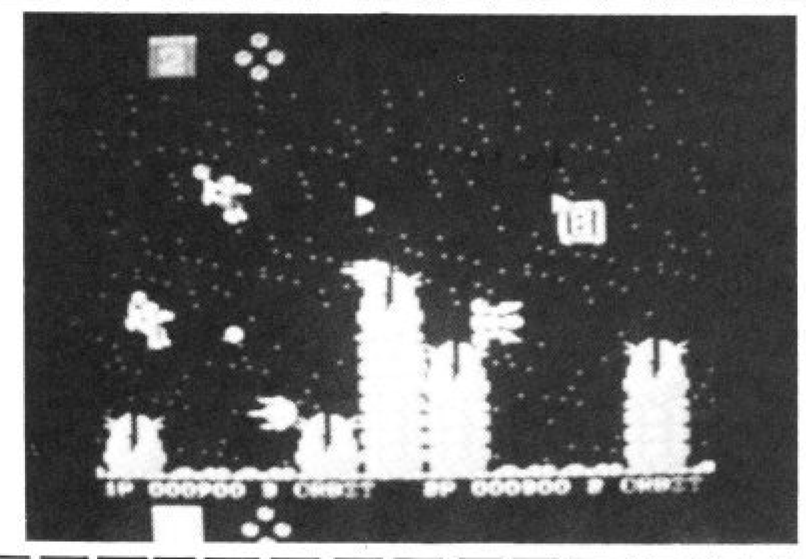
more valuable. When confronted by a mother ship get yourself killed straight off and then you can use your few moments of invulnerability to run right up to the motherships heads using your wall weapon. Below is a list of the various levels of the game in order of difficulty. Do a few easy ones and then a hard one, a few easy ones, etc: Diabalos, Baeus, Necros, Rictus, Titan, Antares, Procyon, Skoraus, Beros, Centaurus, Enceladus.

NIGEL MANSELL

So you thought *Nigel Mansell's Grand Prix,* Martech's speed race simulation, was pretty accurate? Well it's even more realistic than you think. According to Dave Looker, one of the programmers, there's even more realism than you think.

After a brief visit from Shuk and Doode, Dave was prepared to spill the beans and come with these hints.

If you are running out of fuel and it's the last lap of the race, do what professional drivers do – weave the car from side to



side to side. There's always a few drops of fuel left in the tank and this motion often gets them used. But it only works once in a race.

Racing at high speeds means that it can be easy to go into a spin. Don't panic and hit the brake or accelerator.

The turbo boost is heavy on fuel so be careful how you use it. Dave recommends putting on the boost on three or four at the start of the race. Hopefully this should take you into the lead or at least near the front of the field. Once there, save fuel by turning the boost down to one. This should leave enough gas in the tank to put the boost up full for a final charge towards the chequered flag.

One of the secrets of motor racing is getting your racing line right. To do this you must get to know the circuit well and anticipate the curves. Drivers always try to clip the inside edge of the curve, almost driving in a straight line round the bend. Get this skill right and it will gain you valuable seconds and avoid unnecessary braking and gear changing. Driving wide round the bend is very time consuming and leaves you open to overtaking by other drivers. By going wide you are also more likely to go into a spin.

I. BALL 2 (SPECTRUM VERSION)

Unfortunately you are going to have to be able to get your hands on a Multiface or similar unit to get the first of these pokes in, but then you'll be free to modify the game as much as you like.

POKE 43607,200: When you press SPACE with this poke in, the progam will stop and let you mess about with it how you want.

POKE 43384,0-99: Gives you any number of lives.

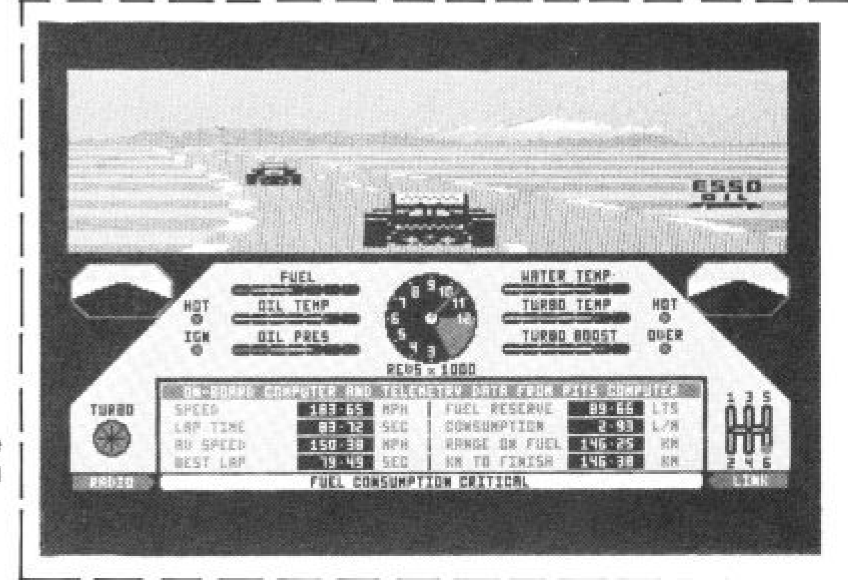
POKE 43394, 0-4: 4 gives mega firepower.

POKE 43410, erm: "Erm" is a multiple of 5, plus 1 ie. 6, 11 etc, up to 46. You'll have to find out what that does yourself!

Start the game again with RANDOMIZE USR 43350.

HINTS

- There are two types of disappearing blocks that go when timer reaches 70 and 50 seconds respectively. So if you are under a block on 71 or 51 you ought not to be.
- Never knock out falling blocks from above or below – you're dead if you do! Always hit them from the side.
- Collect EVERYTHING you find, and try not to waste bombs – both will be vital later on.
- Avoid the places where aliens materialise, or one might do it on you!



DIZZY

The Oliver twins have released these hints and tips for their cartoon adventure Dizzy from Complex Software. For a start, if you have problems with the collapsing turf which is two locations right from the start, try jumping the "V" shape where the turfs join.

When attempting to master the magic mushrooms you should avoid bouncing too high by holding the jump key as Dizzy leaves the mushroom. Remember that the most important thing in the early parts of the game is to destroy as many of the dangers as possible, but you shouldn't waste time trying to wipe out every last one. If you take all collected objects to ground level, it saves a lot of time.

When you are in the Magic maze, you will find that new routes can be opened up by standing in certain places, so you should try walking to the ends of the corridors to find out. However, it is a waste of time to walk long distances carrying nothing. Finally, here are some anagrams which may be of use, though you are going to have to work out just what they mean yourself. Scare Greta, Crater filled way, Other glass, Budget lock, Tread fragg, Maddog lassin, Part live magic bars, Spidi tried science, The mirren gang, Ham on water, Red beef rides, Arctic naranio, Tomorrow shumel, Sultak maze, Host train tec club, Cobra lemon whar, Glow ride braid, Drug dads pigeon, Trapped halah.

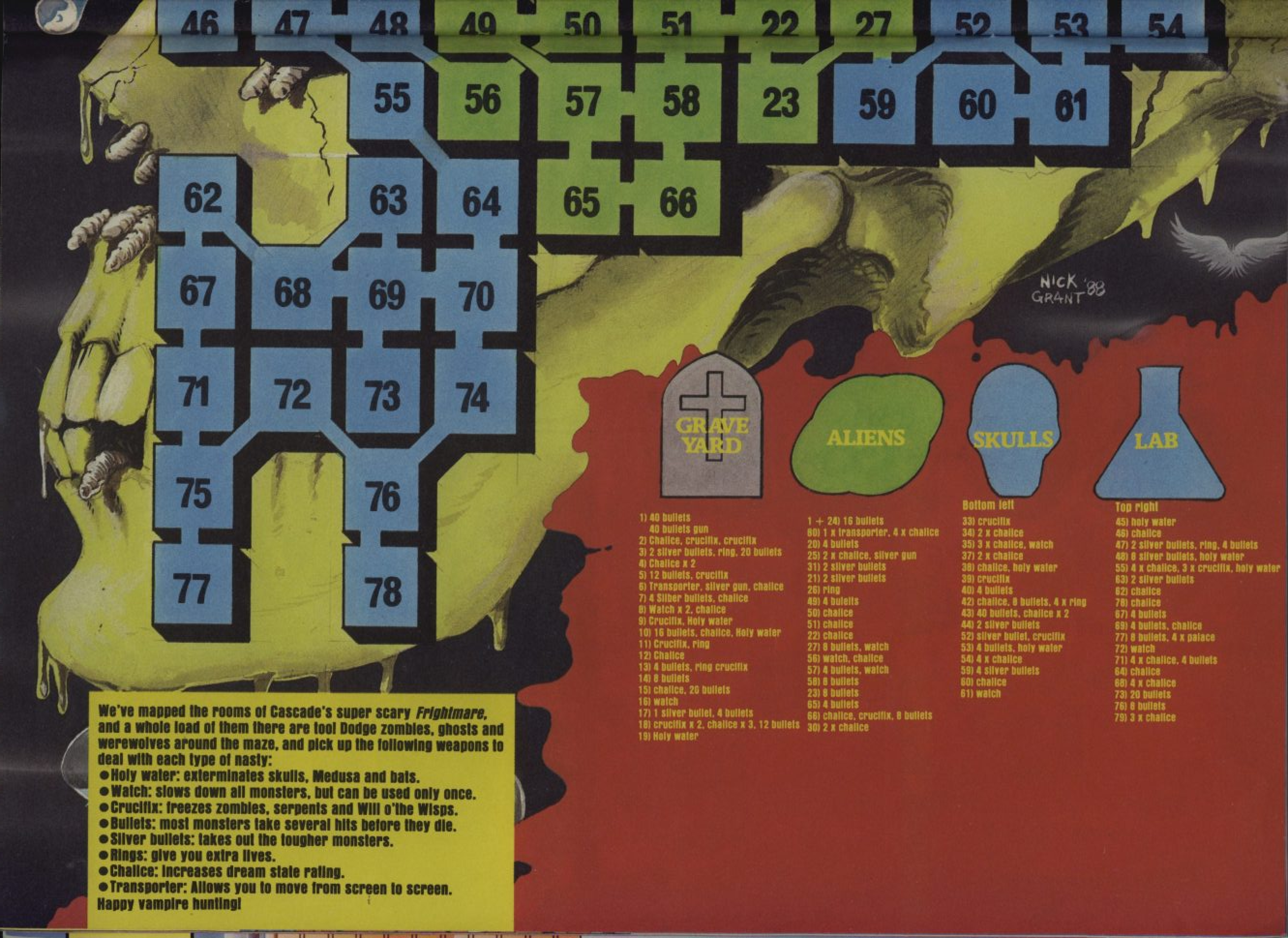
Well, that's it with Playmasters for this ish. Join us next time for more of the same, plus the long awaited debut of the Bitter Ends feature, which should finally surface in June!

Cheers,

Matt



Frightmare
3
6
9
14
18
33
32
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19
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28
36
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80
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41
45
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31
21
26
42
43
44



1) 40 bullets
40 bullets gun
2) Chalice, crucifix, crucifix
3) 2 silver bullets, ring, 20 bullets
4) Chalice x 2
5) 12 bullets, crucifix
6) Transporter, silver gun, chalice
7) 4 Silber bullets, chalice
8) Watch x 2, chalice
9) Crucifix, Holy water
10) 16 bullets, chalice, Holy water
11) Crucifix, ring
12) Chalice
13) 4 bullets, ring crucifix
14) 8 bullets
15) chalice, 20 bullets
16) watch
17) 1 silver bullet, 4 bullets
18) crucifix x 2, chalice x 3, 12 bullets
19) Holy water

1 + 24) 16 bullets
80) 1 x transporter, 4 x chalice
20) 4 bullets
25) 2 x chalice, silver gun
31) 2 silver bullets
21) 2 silver bullets
26) ring
49) 4 bullets
50) chalice
51) chalice
22) chalice
27) 8 bullets, watch
56) watch, chalice
57) 4 bullets, watch
58) 8 bullets
23) 8 bullets
65) 4 bullets
66) chalice, crucifix, 8 bullets
30) 2 x chalice

Bottom left
33) crucifix
34) 2 x chalice
35) 3 x chalice, watch
37) 2 x chalice
38) chalice, holy water
39) crucifix
40) 4 bullets
42) chalice, 8 bullets, 4 x ring
43) 40 bullets, chalice x 2
44) 2 silver bullets
52) silver bullet, crucifix
53) 4 bullets, holy water
54) 4 x chalice
59) 4 silver bullets
60) chalice
61) watch

Top right
45) holy water
46) chalice
47) 2 silver bullets, ring, 4 bullets
48) 8 silver bullets, holy water
55) 4 x chalice, 3 x crucifix, holy water
63) 2 silver bullets
62) chalice
78) chalice
67) 4 bullets
69) 4 bullets, chalice
77) 8 bullets, 4 x palace
72) watch
71) 4 x chalice, 4 bullets
64) chalice
68) 4 x chalice
73) 20 bullets
76) 8 bullets
79) 3 x chalice

We've mapped the rooms of Cascade's super scary *Frightmare*, and a whole load of them there are too! Dodge zombies, ghosts and werewolves around the maze, and pick up the following weapons to deal with each type of nasty:
- **Holy water: exterminates skulls, Medusa and bats.**
- **Watch: slows down all monsters, but can be used only once.**
- **Crucifix: freezes zombies, serpents and Will o'the Wisps.**
- **Bullets: most monsters take several hits before they die.**
- **Silver bullets: takes out the tougher monsters.**
- **Rings: give you extra lives.**
- **Chalice: increases dream state rating.**
- **Transporter: Allows you to move from screen to screen.**

Happy vampire hunting!



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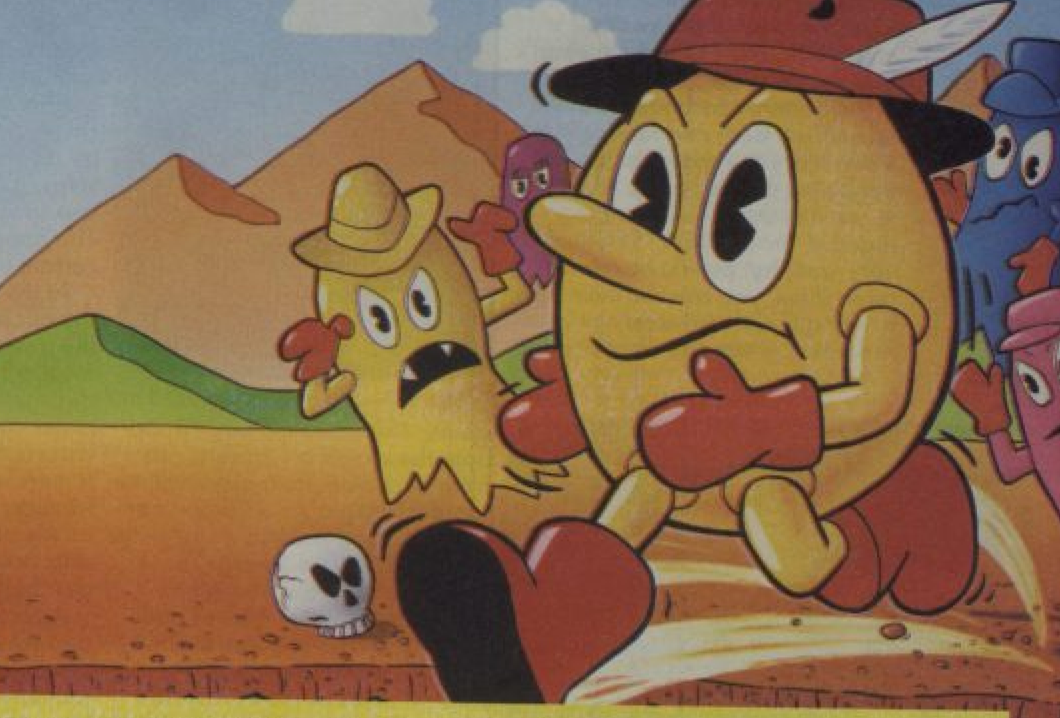
PAC'S BACK





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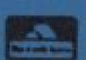
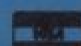
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ARCADE

Shoot-'em-ups are always in good supply and this month's Arcade Action has reviews of two of the best – Galaga '88 and Vulcan Venture.

If you're looking for more down to earth action, Kageki a game with more than enough punch . . . kick!

GALAGA '88

A trip down memory lane is to be found at the helm of *Galaga '88* which, as far as I could see, is a technicolour version of the original *Galaga* first released in 1981.

At around that time several similar games were released, namely *Galaxians* and *Gyrus,* all filled with swooping formations of aliens which would hang in clusters at the top of the screen before launching to attack your ship at the bottom.

Well this highly original formula is still hanging around in *Galaga '88* though there are one or two noticeable additions. The first is the speed. The multi-coloured aliens swoop around the screen at frightening speeds, far faster than your ship at the bottom can move. The second is a dual ship facility which lets you choose, at the beginning of each game whether to use one ship or stick two together for multi-fire. This is all very well, but as you have only three ships, you can use them up pretty quickly. However, on dual firepower when one of your ships is hit, you can still soldier on with the other until that too dies.

There's also the addition of a monster alien at the end of each level, and before starting the battle a small picture of this deceptively timid monster is shown to whet your appetitite.

Actually *Galaga '88* is quite a difficult shoot 'em up and killing the alien takes a while with some nifty dodging and firing involved. It's certainly no walk over.

And, of course, there's the old Space Invaders element in the game. The aliens initially swoop onto the screen in two sets, one from each side, then gather at the top dropping a whole assortment of bombs and bullets on you while moving down the screen. Those on the bottom row peel off to attack direct – not in ones and twos but whole bunches of them. Your life expectancy is pretty short at times as the bullets rain down. However, I did notice that you can hide in the corner of the screen where the bullets can't touch you. The only drawback to the cowardly behaviour is that at some point you have to come out and face the music.





And in *Galaga '88,* music is the operative word. Have you ever seen clumps of aliens dancing the waltz, tango or rumba? Well, if you play this you will, and it had a group of us creased up.

The game is divided into stages and dimensions and after every fifth stage or so you get a shot a bonus level. Aliens whiz onto the dance floor from both sides of the screen and the music starts. It's your chance to blast them out of step and oblivion while they flit and jig around the screen in time to the music. They don't fire at you, but if you are laughing half as hard as I was you won't be able to fire at them either. However, the more you hit the more points you get.



At the height of blasting the guts out of the aliens you get the chance to double your firepower by adding another one of your ships, presuming you've still got one spare, to the one on screen. This happens when you shoot a certain breed of alien.

At the beginning of the game, the backdrop is of space station in the distance and hundreds of multi-coloured specks of space dust. Later stages bring you closer to the space ship so that it dwarfs the screen. Hyperspacing to new levels is also a new feature. As soon as you've killed all the aliens on one level, your ship streaks to the next, the space dust blurring as you speed past.

Asteroid levels appear later on and the screen is filled with huge swirling rocks. Blast these to smithereens to create a clear path through them. Then onto to aliens which take a number of hits to kill. After every direct hit they swell, until they are so large they burst.

There's an awful lot going on and *Galaga '88* is still a stiff shoot 'em up. Though the game's outdated, it's still fun.

Here's a high score to beat. Colin Fuidge of Surbiton scored, in about five minutes, 95,070 points. That's pretty good for 30 pence. So why not write in to Arcade Action with your mega-score?

VULCAN VENTURE

In 1985 there was *Nemesis;* in 1986 there was *Salamander;* and in 1988 Konami brings you the third of this great trio – *Vulcan Venture.*

I think almost every arcade addict has played the first two and, to be honest, *Vulcan Venture* won't seem too much at change from those two arcade hits.

Most of the game features in this fast horizontally scrolling shoot-em-up have been borrowed from *Nemesis* and *Salamander* with only a few original additions. There are new weapons like a shield photon bomb and rockets which shoot both up and down. A selector grid at the beginning of the game gives you a choice of four different clusters of weapons and the option to start off with lasers or swirling pulse rays.



Some of the graphics, like the long clawed arms which sweep the area in a semi-circle, have been taken straight from *Salamander,* but there are a lot of fabulous new graphics which will take your breath away. The playing area is much larger and, apart from flying straight ahead, the screen pans vertically giving you a much larger fighting area.

The game starts off like *Nemesis* with strings of aliens swooping in to attack. Just position your ship in the right spot and they should fly straight into your stream of bullets. Shoot the orange aliens and they'll leave

ACTION

pods behind you which can be picked up for extra weapons. The pace is fast though the game starts off slower than its predecessors. Soon the grid at





the bottom of the screen begins to flash and you can select Speed Up, Missiles, Double, Laser and Multiple, depending on which is flashing.

Huge spinning balls of fire appear, filling the screen and letting off jets of flame. Long trails flick out with dragon-like heads of snaking towards you and can only be put out of action by a direct hit on the head. The laser is much the best weapon for this situation as it kills the beasts with one blast. Though the pulse rays hit a larger area, their firepower isn't as concentrated and more shots are needed.

Soon more fire balls appear and you'll have to thread a path through them. This is really tricky. The dragon heads close in for the kill, and if you don't move down far enough you're likely to get trapped and frazzled. As soon as you're through this hazard you'll come out on the other side to meet a beautiful flaming phoenix which must be defeated to continue on to the next level. The bird is massive as it flaps its wings and raises its talons to attack.

Spitting great fireballs at you and sending needles of blue flames which thickly cover the area, and are difficult to dodge, you have to shoot this monstrous bird of prey's head a number of times until it's blown clean off its body.

And then you're on to the next level, flying through a dark and brooding nightmare scenario with a background of lattice work and untold hazards such as thick scaley arms clawing through space to grab you *Salamander* again. The playing area is greatly increased and you'll be flying as much up and down as left to right. Attacking aliens come in thick and fast and extra weapons are a great bonus. The end of the level is heralded with a fight against a gigantic eyeball! Heavy lids close rapidly to protect the iris and pupil and massive claws swing across throwing huge missiles at you.

Asteroid fields; levels filled with huge blocks of ice, swirling backgrounds of highly coloured space dust, cannons mounted on both the roof of caverns and the ground, zillions of aliens zipping to attack at high speeds and the skill and speed needed to pick the right weapons at the night-time all combine to make *Vulcan Venture* as sure a winner as Nemesis and Salamander.

KAGEKI

Queensbury rules don't apply in the makeshift boxing ring of Taito's *Kageki,* where the opponents punch the hell out of each other using every dirty trick they can think of.

Watched by a band of thugs in the background, beating their chests in a pathetic show of masculinity, wielding ball and chains you belatedly realise this shifty bunch are your opponents. The boxing ring is a courtyard of some sort complete with a covered drain hole in the middle.

And so the fight starts. The first thug circles you in the ring and the punches fly. Press left and right buttons for left and right punches and try to dodge the hooks and jabs coming at you. It's fairly hard work, but you should be able to score a knock-out fairly quickly. The ref comes on, counts to three and if your opponent can get up, the fight continues. Each



bout is based on the best of three matches before you can go through to the next round.

There are other things to worry about in each match, primarily the molotov cocktails thrown in by a bored audience to liven things up. If you see one of these coming, duck or you'll lose badly needed energy points. Energy bars for both fighters lie at the bottom of the screen and you can tell at a glance how you are doing. When you're out for the count, groaning and writhing on the ground, your opponent gets a brief rest and his energy points creep up slightly. The same happens for you when he's out and can be quite an advantage in the closing stages of a bout.

At last your first opponent hits the floor and stays put. The ref counts him out and for a short while you can rest on your laurels knowing that at least you've beaten one of the thugs. The use of the drain becomes apparent at this stage as the referee picks up the unconscious fighter and tosses him into the hole. Now for the next one.

The second fighter is a bit tougher to put out, but at least he fights with just his fists. It's more a matter of tactics and a punchy knack with the fire buttons if you're to beat him. You can increase your energy grid by keeping out of his way for a short while, but get too near the waiting fighters and you're likely to lose energy as things are thrown at them. In any case, the fighting area's too small to keep out of anyone's way for long.

The third of the five opponents is a real toughie and you stand no chance of getting in a clean punch as he wields a ball and chain which flicks out and catches you on the chin whenever you get in range. That round was probably my shortest before being dumped unceremoniously down the drain hole. I still haven't worked out how to get the better of this hooligan though I gave it a damned good try. Presumably fighters four and five have even dirtier tricks up their sleeves.

The fights are viewed slightly from above giving all the players an unnatural stunted look with huge heads and torsos and tiny skinny legs. Not a pleasant bunch too look at. The sound effects are quite good and the groans and moans of pain coming from a stricken opponent are quite realistic.

On the whole, this isn't the most addictive boxing game I've ever played and isn't a game I'd come back to for another bout.



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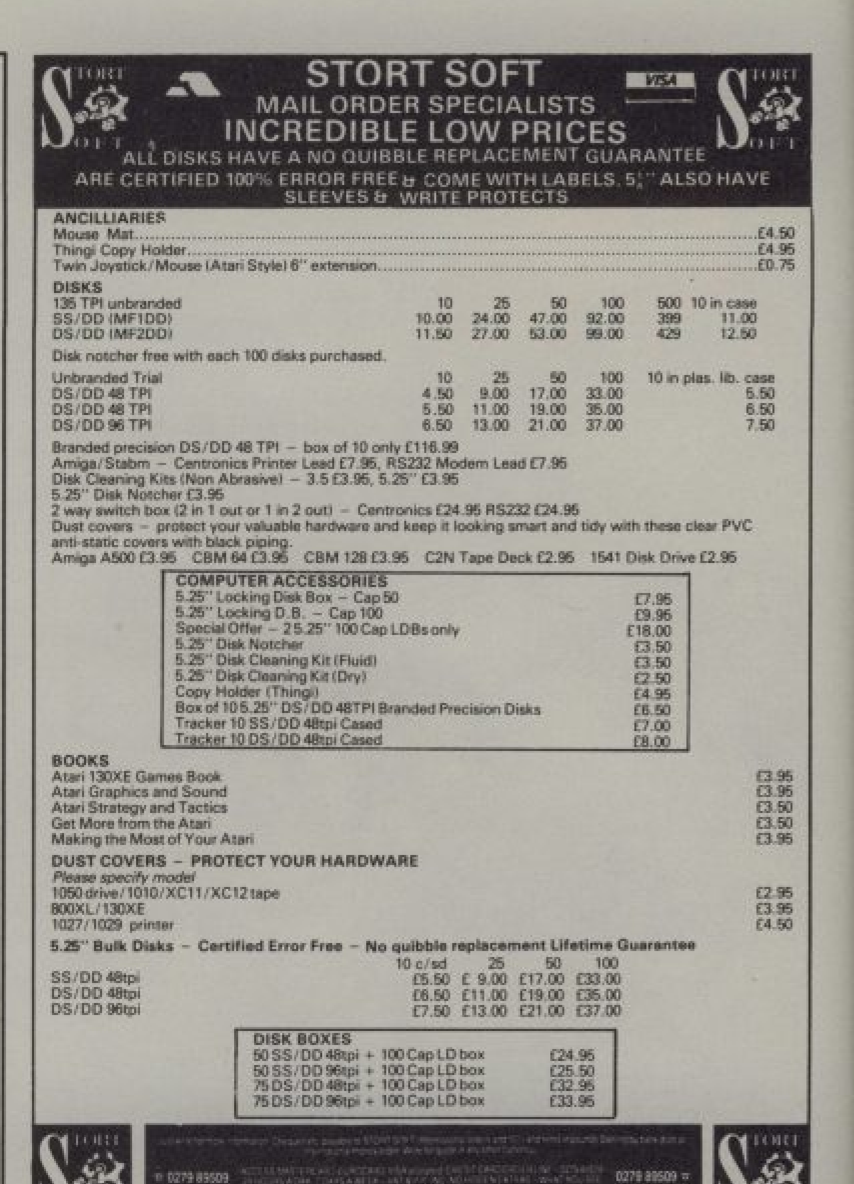
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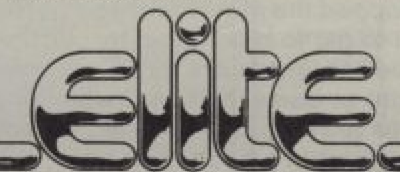
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REVIEWS

Eager for action, hot for the thrill, Tony Takoushi this month takes on Double Dragon, Kung Fu Kid, Teddy Boy and Fantasy Zone. How do they rate? Read on.

• DOUBLE DRAGON

Capcom seem pretty on the ball these days with their range of arcade games and we should be seeing them on the eight-bit machines quite soon. In Japan they have not wasted any time in converting to the Nintendo, the latest conversion is *Double Dragon.*

The scene is (yawn) nothing new, an evil bod has kidnapped the missus and you have to get to his hideout to rescue her. There are three options at game start one/two player or two player in a or two player in a head to head beat 'em up, in this option you can choose the characters from a list of six (Billy/Will/Rowper/Kinda/Chin and Abobo). This is fun and you can work off the days aggression by beating up your favourite game character.



Poor plot.

There are four missions to work through, each mission having a variety of scenes. You can leap, kick, punch and even run away when trying to outsmart the Chinese opposition. They come in a variety of forms, from Chinese sisters trying to whip you to death, hunky musclemen who tower over you, barrel and knife throwing long-haired 70's revivalists flairs and all (or they could be Chinese!) to baseball wielding.

If you manage to knock over a thug with a weapon he will drop it and you can pick it up and use it.

You have three lives, a timer and an energy guage to watch. You can move left to right to get through a mission but there are scenes where the screen will not scroll on until you have defeated the enemies on that screen, when you have done this a thumbs up appears and you can continue on.

Mission one has you on the streets taking on the whipping sisters, and Ken Livingstone Chinese lookalikes (honest!). This leads to an exit and you then enter mission two with much of the same, more enemies, walls to climb and bat wielding opposition.

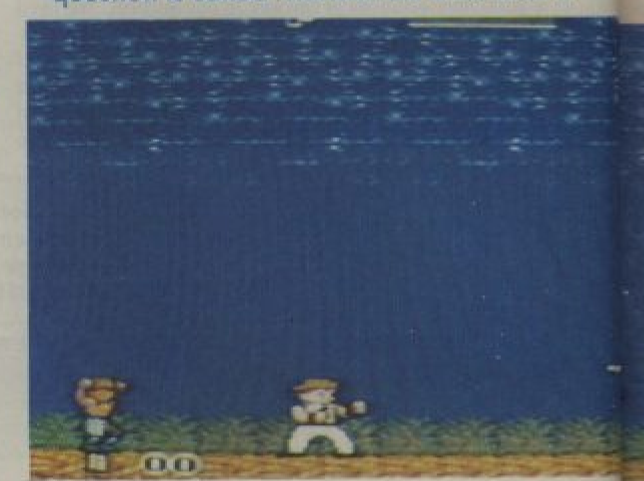
Mission three starts off in a forest (very mice graphics) which leads to caverns and eventually to a cliff face peppered with ledges you have to get around. Mission four is THE BIG ONE. Here you have made it to the hideout and everything gets thrown at you, to get to your other half you have to beat all the previous enemies in consecutive order without a break (I made it to the big boss but he just pipped me at the post!)

All in all *Double Dragon* has some very tasty graphics and has got a good solid feel to it (although it does flicker in places!) sound does tend to grate on a bit but is bearable. Definitely one of the better conversions for the Nintendo that will hopefully not be too long in getting to the shops over here.

• SEGA REVIEWS

Kung Fu Kid is the first offering this month. It is a Sega state-of-the-art martial arts kick 'em up and follows standard form with you out to get revenge for the killing of your Kung Fu master. The baddie in question is called Mandanda who lives in Lion Castle.

Kung Fu Kid.



Fantasy Zone — a beaut game.

To confront him you have to complete seven rounds. The action takes place against a smooth scrolling backdrop (left, right,up and down depending on the round) with lots of lethal enemies flinging themselves at you.

You can walk left and right, leap high (and I mean HIGH), kick and throw talisman. The talisman is a special weapon that knocks out all enemies in the direction thrown. These can be replenished along the way (they appear in mid-air and you have to leap up and grab them). There are also special talismans which boost your power and these can be picked up in level two.

You start with three lives and a life is lost when your energy meter hits zero. The ordinary enemies decrease your energy on contact with you and on reaching the

end of a round you have to defeat a biggy opponent (Sega games have the *uncanny* knack of having a brute of an enemy at the end of each level). If you beat him a bonus is awarded based on time and energy left.

There are some nice touches with jumping off walls and pillars, the ability to change direction in mid-air and doing painful looking squats (rather him than me!). The graphics are colourful and detailed and the tune keeps the action zipping along.

Welcome to the *Fantasy Zone*! I remember seeing this game in the Crystal Rooms in Leicester Square a while back and it seemed to die a death. It is strange because it is a beaut of a game.



Teddy Boy.

I-want-to-eat-this-cartridge scrolling backdrop and aliens float in from all sides spitting death at you. The only weapons available initially are bullets and bombs but these can be upgraded by collecting coins. You can collect coins by shooting aliens and then buying better armaments for your ship from The Shop. You can choose from three types, Speed (Big Wings, Jet, Turbo, Rocket), Weapon (Laser, 7-way shot, Wide Beam) Bombs (Twin, Smart, Fire and Heavy). arcade game.

You can choose your team from eight nations (Argentina, West Germany, France, Brazil, England, Italy, USA and Japan) and hear the national anthem. There are one/two player options and one/two player penalty kick options (this is a straight forward penalty shoot out with tasty graphics and sneaky ball controll).

There are only a few 64K card games for the Sega, but

World Soccer.

Basically it is a shoot 'em up with VERY unusual colourful backdrops and aliens. Your character is called Opa Opa and he has to defeat the invading aliens, there are eight planets to clear and to get from one planet to another you have to destroy that biggy alien at the end of the wave.

Your ship can move left or right against a strange tutti-frutti-yummy-yummy-

do not let their size put you off! The card games are all juicy little numbers (barring *F16 Fighter*. YUK). *Teddy Boy* is an abstract offering of shoot-it-if-it-moves and collect it before your time runs out. The scenario could not be simpler *Teddy Boy* has to destroy the aliens wandering around various mazes, When they are shot they turn into balls which he collects by touching them.

	Teddy Boy	Fantasy Zone	World Soccer	Kung Fu Kid	Double Dragon
► GRAPHICS	6	9	8	8	8
► SOUND	6	9	7	8	7
► PLAYABILITY	7	9	9	8	8
► OVERALL	7	9	9	8	8

NEWS TIPS

There has been no official announcement yet BUT an inside source at Nintendo Japan tell sme that they have a NEW 16-bit console waiting in the wings, if I can get me mits on a piccy you will be the first to see it.

● There is a new FM Sound Unit for the Sega which really boosts the sonics, so after swooning on the latest graphics you can get on down to some REALLY GROOVY TUNES!!!



FM Sound Unit.

● Sega is on teh ball this month as they have also launched a rapid fire unit for their console. This allows you to pump the guts out of the enemy with very little extra effort on your thumb. Both the rapid fire and FM Sound unit are new releases in Japan and the US, due to demand supplies will (surprise) be limited with no firm release dates for the UK.

● The latest craze for arcade adventure games in Japan has not been missed by Sega, their latest release *Phantasy Star*, is in the same mould as *DragonQuest*. The text is in Japanese.



Phantasy Star.

● *Ronald McDonald* is famous the world over, and you can now munch your burger while waggling your stick playing the latest game for the Nintendo, Mr *McDonald* and his adventures....

● We do not have a monopoly on converting films into games, the latest offering is *Predator*. It has some tasty graphics and comes on a 2 mega-bit ROM.

There was a mix up last month at the printers and the tip for unlimited lives should have read, to get at least six restarts you have to press u/u/d/d/l/r/l/r/d/u/d/u when on the Game Over screen.

Also on *Space Harrier* you can change your little man into a spaceship by getting into the sound test part of the game (see manual) and choosing the following tunes consecutively 7/4/3/7/4/8/1.

On stage two of *Choplifter* get behind the battle ship and fire and up comes Jaws.

Transbot-Press the ‡‡2 button and hold it down for 20 seconds when the machine is powered up you are then faced with an extra screen where you can choose from, 10 lives/no arm loss/no power loss/slow blinking of weapon select.

Black Belt- On power up press button ‡‡1, the number of players will appear, then a blank screen for about 30 seconds then quickly tap the reset button and you will have unlimited men.

Action Fighter- There are secret words on name entry that give you extra power, typing Hang On gives you *ABCD,GP WORLD* gives you three extra lives, *SPECIAL* starts you with features on and two and finally DOKIPEN gives you all the weapons your heart desires!

Alex Kidd- to continue a game wait for game over to come up and hold the up position while pressing button ‡‡2 eight times (you must have at least 400 dollars for this to work).

Teddy Boy- on the title screen move the pad up/down/left/right and a new screen will appear. Then press up, then down nine times and then press ‡‡1 on the control pad, you can then choose from rounds 1-50.

Stay tuned the best is yet to come . . .

MEAN MACH

Imagine a state of the art games console with a 16-bit processor, dozens of rich, vibrant colours, six channel sound, a dedicated sprite handler that allows huge animated characters to move smoothly around the screen and to top it off it also fits in THE PALM OF YOUR HAND. Its called the PC Engine, Tony Takoushi reports.

THE PC

The PC Engine is no fantasy.It's from the Japanese electronics giant NEC. The console was launched in Japan in late 1987 and to date it has shipped around 500,000 units, selling for around £100 with games costing £20-£25. It currently has 10 games available for it and Namco is due to start producing titles for it.

The games come in card format (like the Sega cards but slightly thicker) and I have yet to find out the cards ROM size (at the very least 128/256K). The console is four INCHES square and just over an inch high!

I have three games for it, a car racing game called *Victory Run,* an arcade adventure called *Necromancer* and a *Kung Fu* combat game that is titled in Japanese which I cannot translate!

I feel like pulling my hair out in frustration; forget Nintendo and Sega, they are not even a spit in the ocean in terms of power and game play (you know I love those consoles too!). How can I convey the totally mindblowing graphics, sound and action this console gives?

I have used all the superlatives in the past and yet none of them begin to be adequate when you come up against THE MOST POWERFUL CONSOLE IN THE WORLD, even the Amiga would be VERY hard pushed to emulate the sprite handling and speed of this machine; I feel at best it could equal it but not really surpass it.

NOW THE GAMES!

I love car racing games and it is no exaggeration to say that I no longer hanker after an *Outrun* machine. *Victory Run* is the finest car racing game in the world for a home micro. On pressing the start button you are faced with a name entry table and you can then allocate 20 units of credit among tyres, gearbox, engine, suspension and brakes. These items can be damaged during the game and when you finish one of the eight sections of the course you can repair the damage by allocating one of your credits.

You then enter the game, the clock counts down and you are waved into the race. Across the top of the screen there is a gauge showing your speed and revs, a gearbox with four gears, your start position and how far you are from your goal, a timer and five symbols showing the state of your tyres, brakes etc.

You accelerate into second gear (the engine rev sound and tyre screech had me clinging to my chair!) and you see the hill rise up in front of you and you just slide up and over; there is a bike to your side and you ease past it and then you see the lorry.

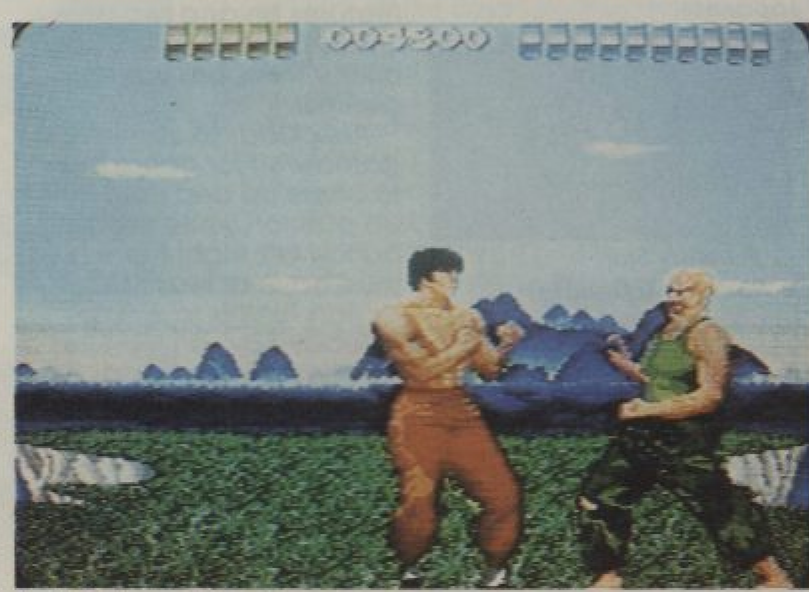
This mother is big (no flicker) detailed and smooth! As you get closer the sprite changes to give you a side on/perspective view and you have to take your finger off the accelerator or you will go flying over the brow of the hill ahead of you with a speed drop from 230 to 160 MPH.

And so it goes to night-time and you get skid patches to avoid, the road twists and turns like a snake spitting venom and you still have to ease through those bends!

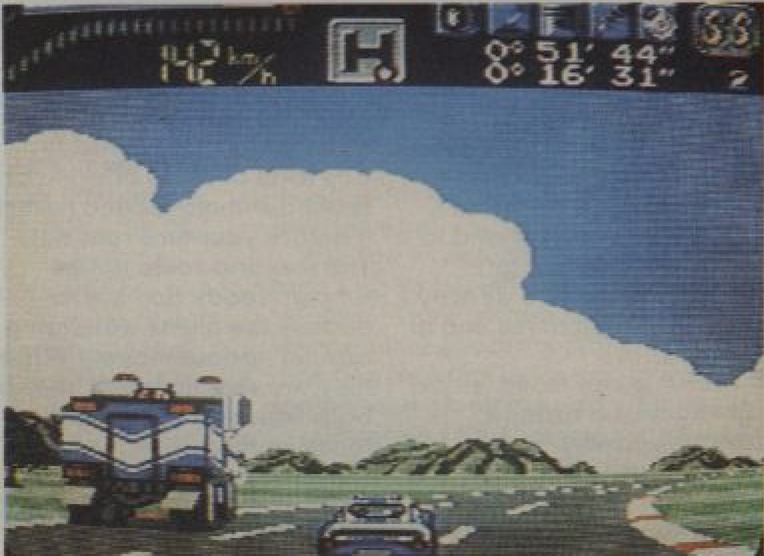
At the end of level one a girl greets you with a message, you then see a map and your car moves down one section where you can repair any damage to the car. Any time



▲ *Kung Fu – huge sprites.*



▲ *The ultimate Kung Fu game.*



▲ *Victory Run – best racing game.*



▲ *Neman*

INES SPECIAL

left from the first track is carried forward to the next section. Section two gets heavier, more cars, morning, noon and night driving-watch out for those skid patches!

Section three has you in the desert and now tactics come in, you cannot drive in fourth gear (not enough grip) and you slide every which-way, skid patches are littered all over the place, stones cause you to fly into the air (and lose speed) and you have to be careful overtaking as sneaky jeeps just love to dive in front of you.

Section four is on a normal track, section five has you back in the desert (this is a toughy), section six is a bluey

ENGINE



coloured desert, section seven has you back on a normal track with *Space Harrier* like metallic bars rolling overhead (oh gorgeous!!!), and that is as far as I have got (I have been playing these games virtually non-stop in the couple of weeks I have had them).

If you should crash, the car flips up and over, everything stays as you see it on the screen, nothing shakes or flickers, real *Outrun* fans will appreciate this. The music, engine and spot sound effects make the sound on Outrun pale, and that is no mean feat! There are trees, billboards, lamps and rocks which fly past you on the side of the road and there are clouds banked up in the sky (just like *Outrun*) and the horizon rolls up and down VERY smoothly.

I was getting a little fed up with *Kung Fu* games until the PC Engine came along!

Throw absolutely every kung fu game you own out of the window, this is not a 'version' of kung fu, this IS an ARCADE KUNG FU game!

Your character is just a little over six (count 'em) inches high and he moves against a smoothly scrolling backdrop (left to right). He has to work his way through various scenes to face the Big Boss.

He can jump and kick, punch high and low and duck. There are four scenes each with three subsections making 12 stages in all. Every new scene there is a bonus round where you twirl your Nunchaku and have to smash a huge urn (either a 10,000 or 20,000 bonus) and you go to the next level.

You start with three lives and an energy gauge, if it hits zero you lose a life, you can top up your energy bonuses in various enemies.

The enemies you encounter are mean; there are grey clothed monks who try to ram you (all characters in the game are at least 6 inches high!) or red-clothed monks (these need three hits to be destroyed), there are arrows to be leaped over or punched, fireballs,tumbling rocks, dart type fans, spears, butterflies, low flying orbs, sticks and twirling nunchaku wooden sticks. The backdrop changes on every new scene.

At the end of each subsection you must destroy a big enemy to get to the next level; there are some weird ones, including a head-butting Yul Brynner, a pirouetting Japanese girl who cries when you knock her out!, a sumptuous Chinese master in pink or blue and some real dumb dumbs who are just begging to be kicked.

I have reached level 12, the final one, and what a shock I got! just before you face the big boss THE BIGGEST SPRITE I HAVE EVER SEEN, a detailed boulder taking up a third of the screen rolls in and you have to kick/punch it off, it really takes your breath away. There has never been a sprite so big, on screen for so long, so detailed, so solid in the history of home computers and consoles.

Before I forget, the music, it is something out of Enter the Dragon, honestly I am NOT exaggerating, it is like taking part in a film, it feels like there is somebody sitting next to you playing the tunes live, I know it sounds over the top BUT IT IS TRUE!

NEC has no plans to release the console in the UK at present because they have been swamped by the demand in Japan. They do intend to release over here and the US as soon as they can cater for the demand.

Let's hope it is soon...



▲ Necromancer.

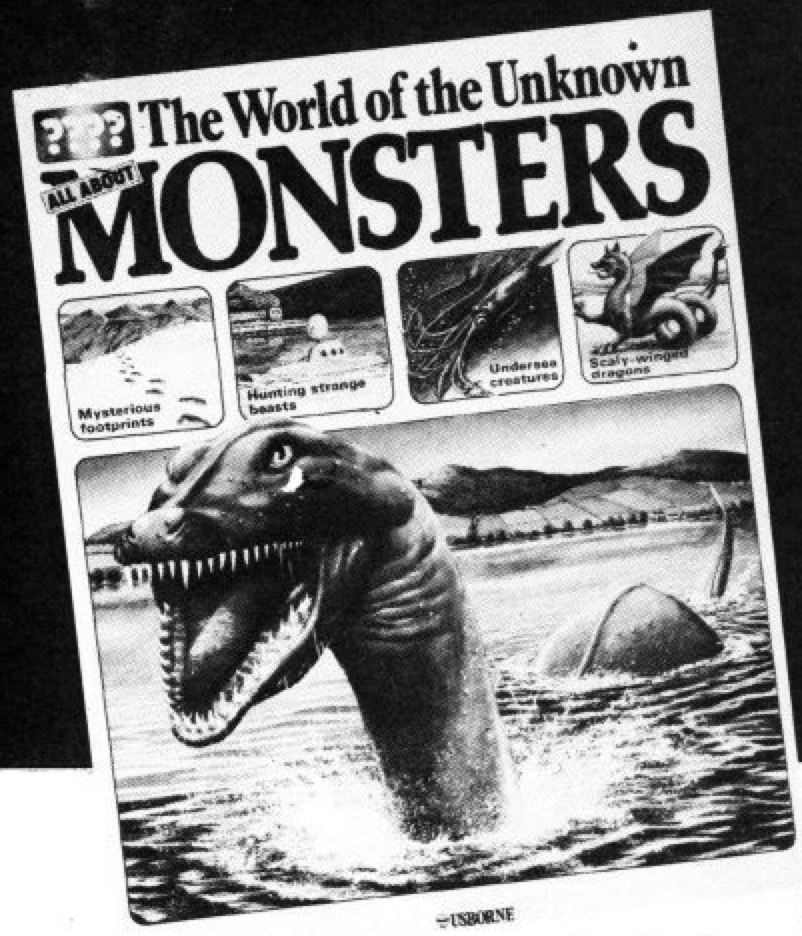


▲ Brilliant sound.

▲ Enter the enemy.



▲ PC engine – small but powerful.



YETI Competition

Legends about a huge ape-like creature inhabiting remote mountainous areas of the world have been legion since Europeans first began to travel.

Reports of this elusive creature have come from Tibet, the Caucasaus, the Himalayas, Mongolia, the eastern tip of Russian and central Asia.

Its name varies from place to place but is best known as the Yeti or Abominable Snowman. And the legend is very much alive today. A Russian expedition over Christmas was reported as coming within 30 feet of the creature. British mountaineer Chris Bonnington is at this very moment leading an expedition to track down the Yeti.

And now Destiny Software has launched a computer game which involves tracking down this strange and awesome beast. The legend lives on . . .

Descriptions of the Yeti vary. Its height is most frequently given as between 5ft and 6ft. Its skull is conical shaped. Some reports say it walks on two legs, others that it sometimes moves on all fours. Its hair – covering the whole body – ranges from reddish-brown to dark brown or black.

It is believed to live in caves high in mountains between 14,000 and 15,000 feet or in inpenetrable thickets at about 10,000 feet.

Those who claim to have seen the Yeti say it communicates by roars, yelps, loud mews or high-pitched whistling noises. They also say it has a vile pungent smell.

We can't send you on an expedition to hunt the Yeti but we can offer you the next best thing – the chance to win Destiny's *Yeti* game and a book called The World of Unknown Monsters, published by Usborne, which includes fascinating information about monsters of folklore and fact, including the Yeti. And we've got 20 games and books to give away.

All you have to do to be in with a chance of winning is answer these simple monster questions. Send your answers together with the printed coupon to Yeti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th May and the editor's decision is final.

1 What is the famous Scottish lake-dwelling monster called? Is it A Nessie. B Bessie. C Jessie.

Answer..

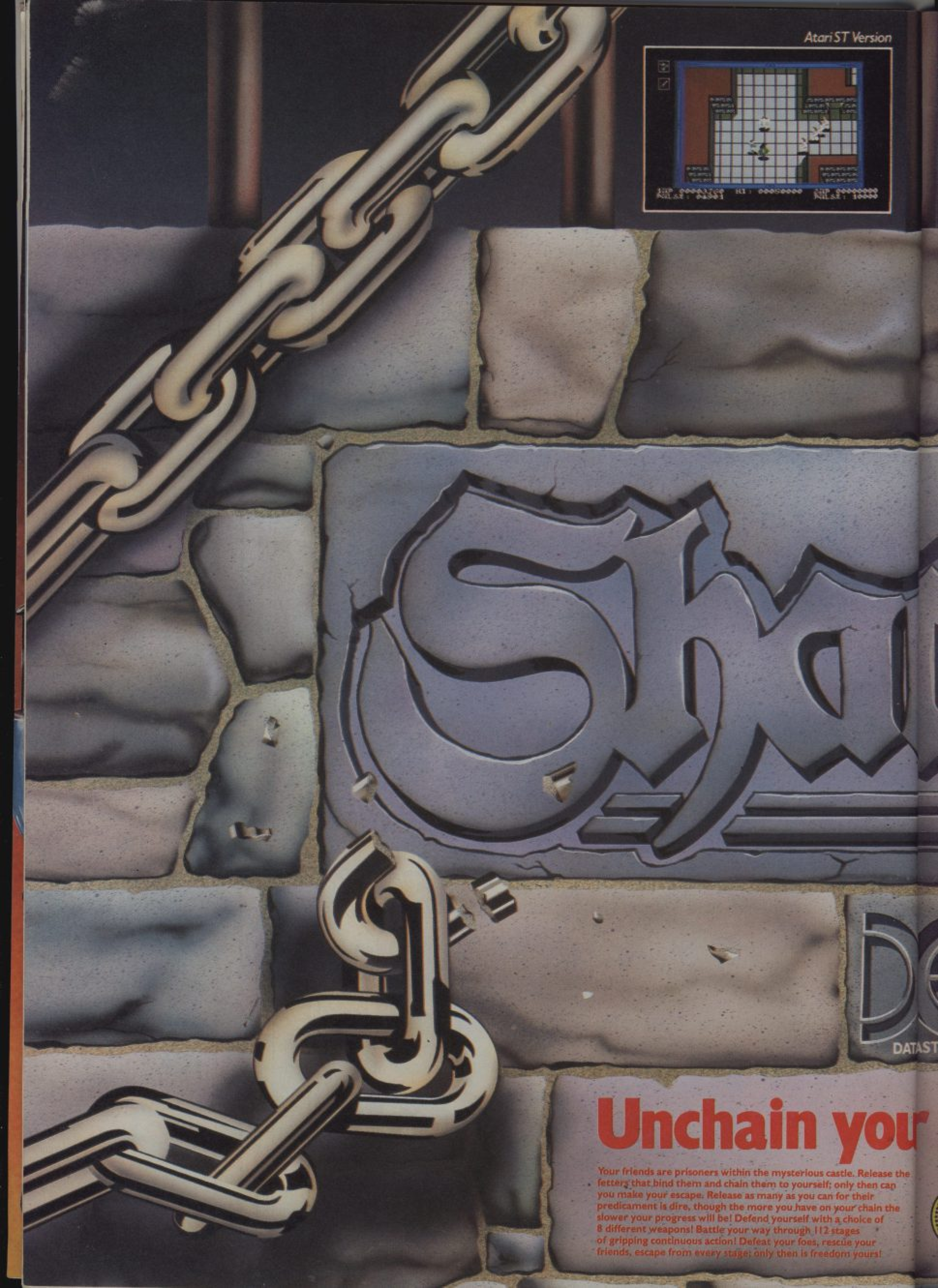
2 Who fought the dragon? Was it A St Eugene. B St George. C St Garry.

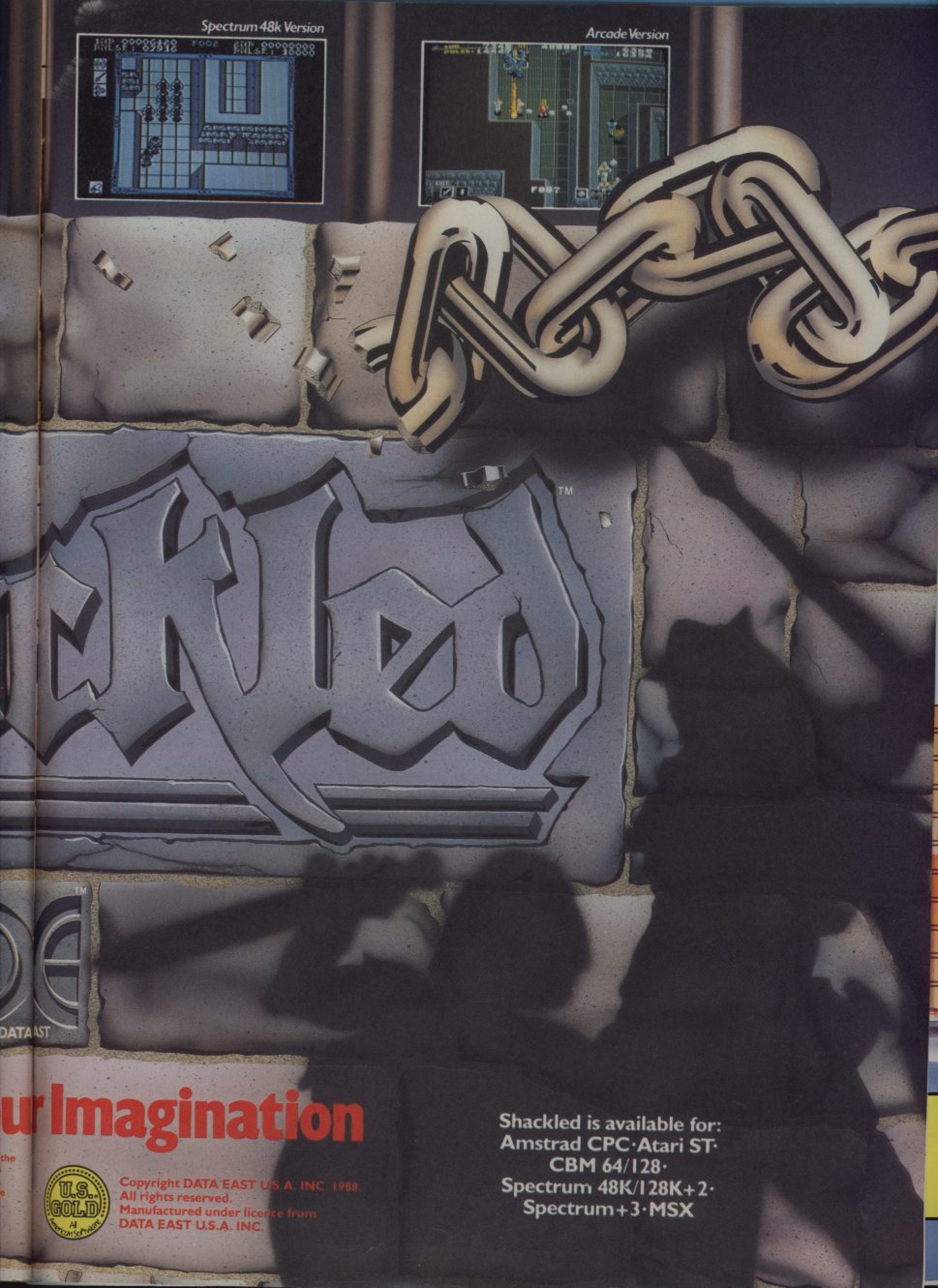
Answer..

3 What is another name for the Yeti? Is it A Sasquatch. b Bigquatch. C Megasquatch.

Answer..

Yeti Competition
Name..
Address..
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....
Computer owned Spectrum ☐ CBM 64 ☐


Atari ST Version
HI : 00050000
DATAST
Unchain you
Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!



Spectrum 48k Version
Arcade Version
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U.S. GOLD
Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX

Hot Gossip

Loud and proud and ready to shock. Yes, C + VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.

Mama Mia! Mario it's here! It's a da Gianni Sisters, quick get da pizza in da oven and switcha on da Amiga, prago, prago, formaggio (which roughly translates to thank you, thank you, cheese!).

Now that you have discovered the extent of my use of Italian, I will tell you about the game! *Gianni Sisters* is a game for the Amiga from Rainbow Arts in Germany. It will be released on all major formats in the UK by US Gold.

It is lifted from the arcade/console classic *Super Marios Brothers* from Nintendo, which is probably the all time classic ladders and ramp game. I do not really like seeing such a blatant rip-off of another game but I have to admit they have done it justice!

You are one of the *Gianni Sisters* and have to travel through various lands to find your sister. The scenes closely follow *SMB* with similar play, you walk against a left to right scrolling backdrop and can jump over or on the inhabitants of the land. If they touch you it means instant death (even the death scene is the same!). You have to reach the end of a scene before the clock hits zero or you lose a life.

You can jump and change direction in mid-air by pressing the stick up, this can be a bit iffy in places as the joystick is sometimes sluggish if you are in a tight spot.

Along the way you can pick up bonus gems and power ups by headbutting blocks and platforms.

If you pick up a rolling fireball you get an afro hairstyle which allows you to butt ordinary blocks, you can also pick up firepower and shoot the lurking nasties, there are also fruit and time bonuses to be had.

The lands have some nifty dangers and indeed some new elements no seen in *SMB*. There are crumbling platforms, bridges, crevices, water pits, towering pillars and the customary walking across the top of the screen (yeah!).

There is no lack of danger with demons and eyed bugs (which you can squash) lobsters (looks familiar), bees, boncing red balls which have to be leapt over (good timing needed) and a particularly vicious brute at the end of the fourth stage which has to be jumped over.

You are awarded a bonus depending on the amount of time left at the end of a wave, it is sometimes better to get more power ups and bonus than to go for the time score. If you are killed mid-wave you lose all bonus and powerups and have to start in that wave again (not always at the beinning of the wave).

The backdrops vary from countryside in land one to underground in two, countryside in three, and red brickwork caverns in the fourt. There are dozens of levels to work through and some really bad combinations to workout on the higher levels. There is good backing music and some really upbeat rock tempos to bounce along to.

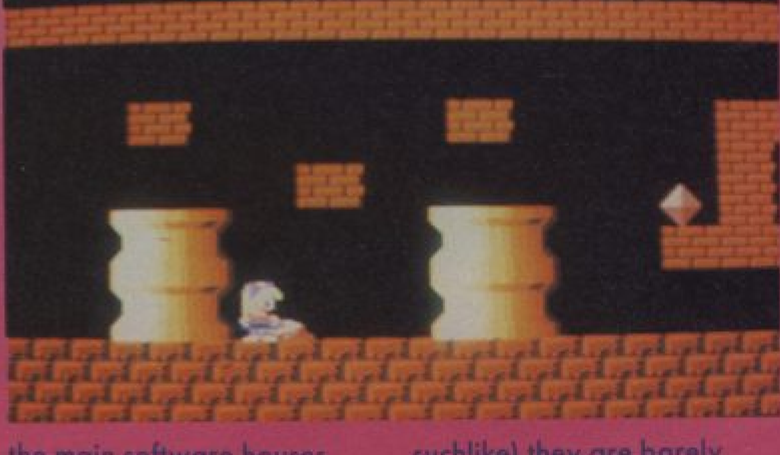
Having been totally addicted to the original *SMB* it is no mean feat to say that I found *Gianni Sisters* almost as compulsive. It has the same kind of open playability, jingle type tunes, cartoony graphics and simple addictive feel as its master.

Well done Rainbow Arts, you have produced a classic conversion of one of the all time classic arcade coin-ops!

▼ *A great follow-up to Super Mario.*



▼ *Gianni Sisters is a compulsive and addictive game.*



It was late one Friday night and I was in reflective mood. I remembered the old independent software houses, the crazy hyped up programmer profiles, adverts and PR launches of the early eighties.

IT WAS VERY EXCITING AND GREAT FUN TO BE A PART OF THAT.

Today it has all changed.

Don't get me wrong, growing up is a painful process and the computer industry had a lot of growing up to do and fast. Now the market is dominated by the big publishers who have vast resources which are channeled into adverts, marketing and distribution, in the main software houses cannot survive alone unless it is on a small scale.

What has been bugging me for a long time are the awards given at industry dinners and the like. This industry would NOT EXIST without programmers and yet outside of ONE solitary award (programmer of the year or suchlike) they are barely recognised.

To top it off when awards are presented you are guaranteed to have a marketing bod pick up the award for having placed the ads and got it into various retail chains. But where is the recognition of the programmer?

by Tony Takoushi



WE ARE THE
CHAMPIONS
ALL THESE CHART TOPPING HITS
RENEGADE
TAITO
IK+
BARBARIAN
The Ultimate Warrior
RAMPAGE
ACTIVISION
SUPER SPRINT
RENEGADE
In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the quantlet in their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
Licensed from © Taito Corp., 1986.
IK+
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!
© 1987 Archer Maclean © 1987 System 3 Software Ltd.
SUPER SPRINT
Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.
TM & © Atari Corporation 1986. All Rights Reserved. © Electric Dreams Software 1987.
RAMPAGE
The game where the nice guys don't get a look in.
Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.
TM & © 1986 Bally Midway MFG. Co. All rights reserved. Activision Inc.
BARBARIAN
THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...
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